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No.14 Autumn 1993 £2.95



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See News Desk this issue for full details of these titles

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I scribble editorials in the oddest of places. This one is coming together as I travel on a ferry to the Isle of Man. The sea is relatively calm, so I'm grabbing the opportunity to put a few words together for Issue 14. Recent weeks have been quite hectic on the Anderson front — Dave and myself were delighted to be invited to produce the poster magazine for Gerry's current exhibition at the Wintergardens, Blackpool. If you haven't visited it yet . . . WHY NOT? It's Andertastic Mates, and many of the exhibits, such as Troy Tempest and Kyrano, are on display for the first time. Put on a pair of short trousers and you can even reverse a truckful of gear into a TB 2 pod! Oh, and don't forget your souvenir poster-magazine, will you . . . I hear it's highly collectable!

On another tack (a nautical term), have you noticed how many ads are being broadcast at the moment with either a Stingray or a Thunderbirds flavour? We've seen Scott refusing to launch until he's scoffed his KitKat; Titan finally getting one up on Troy in the Weetabix ad. (about which much more elsewhere in this issue), Virgil and Gordon heading for the hut; Thunderbirds figures being offered with Honey Nut Loops . . . it all brings back 60's memories of Captain Scarlet saving the Post Office Tower with a 'Zoom' lolly; FAB 1 crossing a jungle rope-bridge as Lady P. genteelly devours her FAB; Angels launching as Scarlet announces free badges in Sugar Smacks and Jimmy Gibson ogling a huge Walls cornet in a black and white Supercar ad. — who says history never repeats itself?

Well, I'd I better cast off now shipmates. A strange, fish-like thing with beady eyes has just surfaced off the port bow . . . bet they're after my Weetabix tokens!

See you on the mainland next issue.

Mike Reccia, Editor

P.S. Thanks to all of you who identified with and commented on last issue's editorial. I'm feeling A1 again now, folks! Bless ya!

The opinions expressed in the articles and features in this magazine are those of the individual contributors and are not necessarily shared by Century 21.

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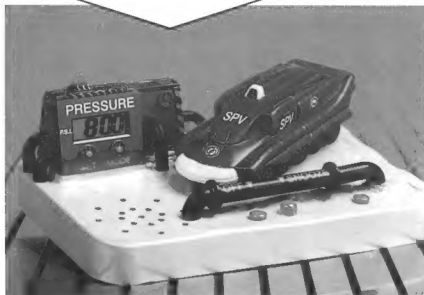
PICTURES FROM AN EXHIBITION

Gerry's current exhibition at the Wintergardens, Blackpool, is, as you read this, providing old and new fans of his series with a thrilling display of original and replica models and puppets as our photographs show. Included in the impressive line-up is an original puppet of Kyrano, on display for the first time, a Zeroid from Terrahawks, Richard Gregory's massive TB1 and 2 models in launch settings; puppets of Brains, Scott, Virgil, Alan and Gordon, Lady P. and Parker; Spectrum Captains and Angels; Father Unwin, Joe 90 and Terrahawks characters including Sis-Star and Stew Dapples; Titan's throne room set complete with the evil sea lord, two Aquaphibians and for the first time, an original Troy Tempest puppet. Various original craft such as Eagles from Space: 1999, an Interceptor and Sky One from UFO, and several Terrahawks models, are also featured, together with a huge model of Tracy Island. If you haven't visited the Wintergardens yet, the exhibition comes highly recommended and will run throughout the season. Be there or be a cube.

Opposite: Richard Gregory's superb TB1 with tiny Scott model.
Christine Glanville's Titan head is painted a healthy green.

SPV tells GMT

Pictured is the Westco Captain Scarlet talking clock, due in the shops in September and retailing at around £20.00. The voice alarm says, "This is the voice of the Mysterons - we know that you can hear us, Earthman!" The alarm is cancelled by moving the SPV, which in turn, triggers a siren and a flashing red light on top of the LCD display. If that doesn't wake you in the morning - nothing will!





Pictures at an Exhibition – Above left: The legendary Stew Dapples ponders, "What's happening, Man.O.K?!" **Above Right:** Richard Gregory puts the finishing touches to the World's most famous island. **Left:** Mary Bridgeman assembles an Angel as Troy Tempest politely turns away. **Below:** Recreating the Thunderbird uniforms. The coloured sashes are made from buckram, a fabric used to stiffen the waistband of a skirt, before being covered with leather. *All photographs – Simon Archer.*



Stage Show . . .

London's Apollo Theatre was filled with top names from radio, TV and the film world on 19 July for the premiere of Thunderbirds FAB The Next Generation which returned for a summer run through until 4 September.

Among the glittering line-up of stars were Jeremy Irons, Angus Deayton, Michella Strachan, 'Birds of a Feather' star Linda Robson, Australian soap star Richard Norton, Capital Radio's Flying Eye Russ Kane, England Rugby Captain Will Carling, Cynthia Payne and child actor Ricky Margolis.

The guests, that of course included Gerry and Mary Anderson, were welcomed at the theatre steps by chief puppeteer Christine Glanville and the stage version of Parker.



Above: An evening of interviews for the other half of the act Wayne Forester. **Inset:** Children's TV presenter Michealla Strachan dons the famous blue hat.





Gerry directs a new slice of underwater adventure.



The completed throne-room set with Titan and henchman.

LOOK OUT - TITAN'S HAD HIS WEETABIX

A little piece of classic television was recreated by Gerry Anderson recently when he directed the Weetabix commercial to promote the breakfast cereal's action-figures and Marineville tie-in offer. The shoot took two days and was staged at Bell Studios, near Heathrow Airport. A host of names from the golden days of Anderson puppet series re-assembled as production team on the ad., including Christine Glanville as puppeteer and maker of the new Titan head, assisted by Richard

Gregory; Bob Bell as Art Director; Peter Holmes, former property master on *Captain Scarlet* and *Joe 90* as puppeteer and maker of the *Aquaphibians*; David Ross, who worked on *Terrahawks* and the recent ITV's 'Pig attraction' *Thunderbirds* segment, as puppeteer and *Terrahawks*' Steve Begg as scenic artist.

Photographs - Simon Archer.

Terrahawks back on video release; Captain Scarlet axed!

As the series celebrates its tenth anniversary, Polygram Video via their Pocket Money Video label, are re-releasing the first *Terrahawks* volume at the bargain price of £4.99. Mike Beglin of Karusell reported there were no immediate plans this year to progress further with additional volumes but no doubt bumper sales will prompt the company to move early in 1994 to satisfy demand.

Other releases from Karusell offer a mix of Polygram and ITC Home Video titles, also at £4.99. A *Stingray* and *Fireball XL5* double tape (*The Ghost Ship* and *A Spy In Space*), *Captain Scarlet* and *Thunderbirds*: 2086 double tape (*Spectrum Strikes Back*; *Fire Fall* and *Computer Madness*) and finally *Joe 90* and *Supercar* double tape (*The Birthday and Rescue*) complete the line-up. As Polygram now seem to be working so very closely with ITC Home Video to allow these "cross-overs" between their respective ranges, many fans must ask why the *Scarlet*, *Stingray* and *Joe 90* episodes couldn't have been chosen from those which went into the weary compilation "movies" at the beginning of their respective Polygram runs. Having spoken with an informed source within ITC, it really does seem to boil down to no-one in either "camp" wanting to make the effort!!!

Over at Polygram Video proper suddenly all the *Captain Scarlet* titles were deleted as of 31.7.93. With *Thunderbirds* being recently 'compressed' into eight volumes instead of sixteen, we thought this was the fate befalling Paul Metcalfe and chums. Not the case, we understand. The *Scarlet* titles will be re-released at the rate of two volumes a month, commencing September or October, probably exactly the same programme content and the same covers but not necessarily so!!! What is certain is the whole *Scarlet* range will be brought out in November as a Boxed Set retailing at £49.99 - quite a bargain!



Puppeteering the cast

Gerry Anderson Productions is Go???

After a protracted period of negotiations, which seem to have had a successful conclusion, reports reach us that funding is now in place for Gerry Anderson's new production company. The first project likely to benefit this Autumn is the long-awaited Rodney Matthews' inspired *Lavender Castle* which, as you may recall, is a series aimed at young audiences. The re-vamped *Space Police* should be next on the grid, we hear! *Century 21* has been promised full access to developments as they occur...

Captain Scarlet hits the BBC airwaves

Provisional schedules indicate that *Captain Scarlet* and the *Mysterons* will begin transmission on BBC-2 as from Friday, 1st October, 1993, presumably in the 'traditional' Anderson slot of 6.00pm. Both *Stingray* and *Thunderbirds* went off-air to make way for the British summer sporting season with episodes still to screen but the *Radio Times* promptly assured readers that the former would be back in August/September time. Presumably *Thunderbirds* will also follow with various merchandisers being told that the series would air before Christmas.

Champions Network

Reader Steven Miller informs us that Anderson fans who also rate the 60's ITC series 'The Champions' and all ITC film series, and wish to exchange information and correspond with like minded fans should write to:

The Champions Network,
c/o Steven Patrick Mellor,
'The Green' (Bungalow),
Longor, Buxton,
Derbyshire, England, SK17 0LB.

CENTURY 21

London Agent: Simon Archer

April	Epi-log	Cover photo and 18-page episode guide of Captain Scarlet and the Mysterons by editor William E. Anchors Jr.
April	Comic World	Cover picture and feature on Gerry Anderson's work.
18 April	Look In!	Wettabix/Matchbox competition to win Stingray playsets and action figures.
May	TV Zone	GFI production up-date/Interview with Catherine Schell/Space: 1999 videos, Volumes 10 & 11 review.
9 May	Sunday Times Magazine	Second part of feature on icons focuses on Comelocks and includes Lady Penelope alongside Richard Nixon, Jeffrey Archer and Frank Bough.
9 May	Sunday Mirror	Stingray colour poster + centrespread of competitions.
15 May	The Independent	Half page interview with Gerry Anderson.
3 June	Children's ITV	A special edition of the puppet programme The Pig Attraction is devoted to Gerry Anderson and Thunderbirds.
14 June	Eastern Daily Press	A photograph of HRH Prince Charles is relegated to the foot of the front page to make way for a large picture of Gerry Anderson at the opening of the school fête at Tunstead, Norfolk.
July	Record Collector	First part of a detailed feature about the records produced by the Century 21 organisation, researched with a lot of help from members of Fanserson.
4 July	Mail on Sunday	'The FAB show is go again'. Thunderbirds FAB returns to the London stage.
5 July	Guess Who!	The first issue of a new glossy quarterly quiz magazine features Lady Penelope and Parker.
10 July	Young Telegraph	Tickets to the Thunderbirds stage show are offered to YF Club members.
July	TV Zone	Review of Anderson/Kindred Productions' "highly watchable" UFO Documentary.
17 July	Daily Mirror	A competition to win a day at the Blackpool exhibition Thunderbirds and the World of Gerry Anderson.
19 July	LBC	A day of radio interviews in London begins for Gerry Anderson.
19 July	Radio 2	Gerry is star guest on The Gloria Hunniford Show.
19 July	Radio 5	The final guest appearance of the day on a zany children's quiz show.
20 July	GMTV	Live from Blackpool, Gerry guests on the ITV breakfast show.

Before we begin, just a word about the 'Secret Service' biographies — Matthew Harding's Height is 5' 11½" not 5' 12". Now, a few questions from Graham Keenan of Middlesbrough.

1. Q. In the Stingray episodes 'Hostages of the Deep', 'The Ghost Ship' and 'Emergency Marineville' three different sets of aliens plot against the W.A.S.P.s. Were they members of Titan's race or working for him?

A. The aliens in these episodes are not of Titan's race and it is never explained whether they are working for him or not. However, there is an underwater terrorist organisation called U.R.A.T. which has financial backing from Titan, so it is possible that they could have been members of that organisation.

2. Q. In UFO every alien encountered was totally mute, but in the episode 'Computer Affair' the second alien captured by S.H.A.D.O. screamed in agony before he died. How was that possible?

A. After travelling through space for an extended period and being immersed in the green liquid, the aliens' vocal chords were found to be under-developed. Speech was therefore, at best, difficult. They naturally screamed when in agony, however. Even humans, when subjected to pain, manage to produce screams louder than their normal vocal range.

3. Q. In the Captain Scarlet pilot episode we see the Mysterons as they really are during the first five minutes and for the only time in the entire series. Why were they never seen again?

A. We never actually see the Mysterons. All we see in the pilot is a bank of computers left behind when the city's inhabitants left Mars. Apart from the Mysteron complex on the Moon we never see the complex again either, as the plots don't merit it.

4. Q. What happens to Mysteron agents after they have been defeated? Do they become indestructible agents for the Earth or are they killed off?

A. As the Mysterons tend to give up once their plans have been thwarted their reconstructions are expendable and, being no longer useful, are abandoned by their Mysteron controllers to become inanimate objects — i.e. 'dead'. **(One could also speculate as to whether they were ever actually 'alive' in the first place — Ed.)**

5. Q. Again, in the Captain Scarlet pilot, when the Zero-X returns to Earth Captain Scarlet disappears, but what happens to the rest of the crew?

A. This is never explained. The crew presumably remained unharmed as the Mysterons selected Black to become their Earth agent. Also, the fact that Zero-X got back to Earth safely suggests that the crew were in a condition to land the giant craft. **(It's always puzzled me as to how Captain Black got on with the rest of the crew during the return trip . . . Did any of them, for example, say, 'Conrad, you're looking a little pale and your voice has a definite husky quality to it . . . perhaps you'd better take two aspirin**

and lie down for a bit . . . your wicked Ed.)

6. Q. Your magazine states that Supercar is set in 1960. In the episode 'A Little Art' it is stated that a painting is dated 1929, which, according to Professor Popkiss, is 30 years ago. This would make the year 1959. How is this explained?

A. Popkiss is only human and we tend to approximate, not always using exact figures. In everyday conversation people will, for example, say 'a couple of dozen' for any figure between 22 and 26.

7. Q. In the Secret Service episode 'A case for the Bishop', Father Unwin's case is left at London Airport. How did he get it back?

A. He went back for it later. This action did not advance the plot and was therefore omitted.

8. Q. Another suitcase question — in the Secret Service episode 'School for Spies', Fr. Unwin's case is destroyed. But he has his case with him in the next episode. Did he replace the suitcase for a new one?

A. Yes. **(Enough of this type of question, already . . . case closed. Snigger. Ed.)**

9. Q. The Secret Service is supposedly set in 2015 because of the mention of the World Army. In the episode 'Errand of Mercy' Fr. Unwin reads a paper dated 1969 and states that Gabriel is over 40 years old. Which date setting is correct?

A. Fr. Unwin didn't buy Gabriel new; he renovated it himself. The model T is actually 98 years old (definitely over 40). Unwin is also a bit of an eccentric (as detailed in the biography) and enjoys reading history. This is why he is reading an old newspaper in the episode.

10. Q. It is stated that The Secret Service was shown in only three ITV regions, two of which were Granada and A.T.V. Which was the other? **A.** Southern.

Before we go, we received queries from Richard Farrell from Merseyside some time ago. We answered one of his questions a couple of issues back, but he also asked about some background music in UFO. Unfortunately we have been unable to identify the pieces you were puzzled about, Richard, so we thought we'd open up your question to our readership. Richard would like to know the titles of the following pieces of music:

a) In the episode 'Survival' — the music playing in Tina Duvall's flat as she is having her shower when Paul Foster calls. It is heavy-metallic.

b) In the episode 'Ordeal' when Foster is having flashbacks to the party. It is in a 60's style with lots of Hammond organ. We think it could possibly be Ramsay Lewis but we're not certain. If anyone can help please drop us a line. Many thanks. That's it for this issue. Keep those questions rolling in. See you next time.

Martin and Lynn.

PADDY SEALE

Cameraman



"Stay on. A lot of things are going to start happening here," Gerry Anderson advised camera operator Paddy Seale back in 1962. And he was right.

The new recruit to the recently formed special effects department at AP Films was not unhappy with his job, it was the 15-mile journey to and from his home in Chalfont St. Giles, 15 miles away, on a scooter that was getting him down. In the event, Paddy took his boss's advice, a decision that he was not to regret as he went on to become an important member of the Supermarionation production team. I met up with him recently at The National Film and TV School, Beaconsfield in Buckinghamshire where he is assistant to the head of camera.

Prior to joining AP Films, Paddy had worked for an advertising company in Central London producing some of the first independent television commercials. His introduction came via one of the editor's whose son Dave Elliott was production supervisor on Fireball XL5.

No newcomer to special effects, Paddy already had three years experience working on feature films at Pinewood Studios. "I joined AP Films' special effects team in April 1962, working with Derek Meddings, Brian Johncock (Johnson), and Ted Wooldridge. The good thing about it all was that we were encouraged to throw in our own ideas. It was very open ended."

For Paddy, above all, the memories of those early pioneering days were ones of hard work made all the more enjoyable by many a fun moment, such as the time a model of a volcano was exploded on the set of Fireball XL5. "The stage was very small and when the 'volcano' blew everyone present got covered in Polycell paste from head to foot!"

Despite the hint of what was to come from Gerry Anderson, Paddy, along with his colleagues, had little idea of the exciting developments that lay ahead for the small, but flourishing film company. "I don't think many people knew what was to come."

With Stingray following hot on the heels of Fireball XL5, Paddy continued working on as a camera operator on the special effects unit with occasional stays with the main unit. He also inherited the nickname Oink after the pet seal that made the occasional guest appearance in the adventures of the super sub.

With the increase in demand for special effects, an extra unit was formed and he became involved in lighting the special effects too. "I then worked as a camera operator on the main unit with one of the

directors John Read. As the company expanded, he spent more and more time in his office, which provided me with the opportunity to take over from him as lighting cameraman. "Gradually, he moved out, although he still kept the title of director of photography."

One of Paddy's main preoccupations was concealing the wires suspending the models on the set of Stingray. "This involved quite a lot of tricky work, particularly as we were now working with colour film. We had a set of bottles of powder paint and we sprayed the wires with anti-flare and then puffed some of this powdered paint on to them to try and match in with the background."

Paddy developed a technique for using lights in a certain way to keep them off the strings. "There was no pre-ordained method. As Stingray was the first colour TV series to be made in Britain, we had received a lot of advice on how we should handle colour, which seemed a bit contradictory at times. We had generally been told that we shouldn't light with a high contrast ratio." Kodak recommended a one-to-one balance of light culminating in a flat result.

"I remember on Stingray, when we shot candle lit evening scenes, some directors were saying, 'Make it look more like night. Keep it down low, while others would say 'Don't make it too dark'. So we had quite a dilemma, especially as most of us had not seen colour television before. We didn't know what to make of it. I remember saying to Reg, 'what's going to happen when Wimbledon goes in colour, because they can't take the contrast - the players in white outfits against the shade of the stand in the background. You couldn't get a higher change in contrast and that's from nature. If they couldn't record that, how is this television system going to work?' As it turned out, the PAL system adapted in the U.K. was a much higher quality than the NTSC system used in America."

Working with AP Films provided the young cameraman with the kind of break he may not have found at a larger studio. With production underway on Thunderbirds, Paddy had become full-time lighting cameraman.

The cost of working with colour film meant that each day's rushes were in black and white, with only one colour print arriving each day. "The great disadvantage was that a great number of the sets were lit by coloured lights and the film was not as equally sensitive to all the different lights. For instance, a flashing red light would not show up because the print film was not sensitive to red. It must have been quite a job for the editor. Today, I don't think anything is printed in black and white for editing purposes and in fact technology has changed





Paddy Seale, right, looks on as final preparations are made on the set at the Slough studios of the Century 21 organisation.

so much that now they go straight from neg on to video. There are so many diverse combinations now, it's quite different."

Working with puppets was more difficult for the lighting cameraman than working with live action. "One of the main problems for the puppeteers was that they couldn't hit their marks very easily because when they were looking at the monitor, if the puppet head was in the middle of the screen, they may not have appeared in the right plain. If they were six inches nearer or further away from the camera, it made a big difference to the lighting. We had to work on a high intensity of light and I followed the technique of using one key light, as in a feature film, to hit the puppets and build-up from there."

Paddy was very conscious that the puppets' eyes should have a sparkle to them, so he introduced an eye-light, once again following the logic of live action studio lighting. "I had gained some experience of this on Stingray, but did not have the confidence to risk too much then, although when Alan Pattillo was directing Stingray he encouraged me to try things differently and would stand by me if questioned by others."

Paddy went on to work on the feature film *Thunderbirds Are Go!* filming in Techniscope, a new half-frame system developed in Italy. It meant a great saving as only half the amount of negative was shot from which Technicolor made an anamorphic print.

Paddy was among the team who travelled to Portugal to shoot several scenes including the view of the ground rushing beneath the stricken Zero X craft as Alan Tracy attempted to save the crew. "I hated the helicopter we used. It had a huge hole in the floor to allow the camera to point straight down. It was a horrible feeling!"

Paddy worked on the pilot for *Captain Scarlet and the Mysterons*, a series that he has less fond memories of. "The puppets were beginning to look more and more like real people but were becoming less animated, more like robots, and less interesting. There was little humour in the dialogue too. I felt that puppetry should have been used for what real people couldn't do."

On hearing that he was not going to be working on the second feature film *Thunderbird 6*, Paddy handed in his notice in May 1967. Now freelance, he worked with 16mm film for the first time in his career producing footage for ITV's *World in Action*, *This Week* and other documentaries that took him all over Britain. "I really enjoyed this as I was given that much more freedom. To leave the puppet studios was the best thing I could have done, not because I was badly treated, but because I would never have got this extra experience." He worked right through the summer and made a lot of new contacts in the process, until November, when the pound devalued and his diary became quiet. A few weeks later he met Century 21's Dave Lane who invited him back to join the team working on the *Joe 90* series. Keen on the fantasy element

behind the storyline, Paddy even wrote an episode for the series, but it was never used.

He worked on *The Secret Service* too, prior to the Slough studio's closure. Breaking from the team once again in October 1968, he went to Mexico to shoot the Olympics. Returning to Gerry Anderson's team soon afterwards, he worked with the second unit at the MGM Studios, *Elstree on UFO*. "I shot the whole sequence in the opening pilot, at the then offices of ATV. The Straker car was dreadful to work with. The steering was awful, in fact I remember one time

when we were shooting near Berkhamsted in Hertfordshire... we had taken a shot of the car turning through some wooden gates and on the second take it hit the fence and the whole of the light cluster was smashed! How that car ever worked I will never know!"

Years later, Paddy worked with Steve Begg on the special effects for *Terrahawks* followed by the pilot for *Space Police* and more recently in 1991, the animated sequence of the Mark Knopfler puppet for the Dire Straits pop video *Calling Elvis*.

Recalling those hectic but pioneering days from the sixties he adds "As well as giving me continued employment, it gave me very good money because although it wasn't as big as the feature film industry, while we worked on *Thunderbirds*, the amount of overtime we did was phenomenal. It was big money."

"It was a great experience. A great opportunity to learn lighting. I enjoyed it very much, appreciating the opportunity that Gerry gave me, but in return I contributed as much as I could, carrying forward the lighting and the camera operation, evolving it into a good technique which others took up."

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CENTURY 21

Gerry Anderson Annuals and Book List

PART 2

Compiled by Austin Tate

Title	Annual Year	© Year	Author	Publisher	Check By	Notes
Non-Series Specific Annuals/Large Format Books						
Golf Television & Film Annual	1962			Longacre	AT	Supercars feature
TV Comic Annual	1963	none		TV Publications	AT	Four Feather Falls Published 1960 or 1961?
	1963			TV Publications	SS	Supercars, XLS
	1963			TV Publications	AS	Supercars, XLS
	1964			TV Publications	AS	Supercars, XLS
ATV Television Show Book	1963		H. Thomas	Pinnell	SB	XLS feature
ITV Annual for Boys and Girls	1963			TV Publications	SB	XLS feature
TV Playland	1965			TV Publications	AS	Iwzite stories
Television Show Book	1965			Pinnell	UH	Singray
TV Century 21 Annual	1965			City	AT	
	1966			City	AT	
	1967			Century 21	AT	
	1968			Century 21	AT	
	1969			Century 21	AT	
TV21 Annual	1971			City	JD	Joe 90 on cover only
Countdown Annual	1972			Playstyle	AT	5 series represented
Countdown Annual for TV Action	1972			Playstyle	AT	1/Books, C.S., UFO
TV Action Annual	1973			Playstyle	AT	UFO, Protectors
Look-in Television Annual	1973			ITV Books	JD	Protectors photos
	1975			ITV Books	SB	UFO/Space 1999 in article
	1976			ITV Books	SB	Anderson, Space 1999
	1977			ITV Books	SP	Anderson, Space 1999
	1978			ITV Books	JD	Anderson in article
	1979			ITV Books	AT	Space 1999
	1980			ITV Books	AT	Capt. Scarlet in article
	1982			ITV Books	SP	TV puppet feature
	1983			ITV Books	AT	Space 1999 in article
	1984			ITV Books	AT	Teamwinks in article
	1987		G. Garsia & P. H. Schuman	ITV Books	AT	Teamwinks in article
Francis Television	1988		G. Garsia & P. H. Schuman	ITV Books	AT	p/b and, Space 1999, etc.
The Golden Age of Children's Television	1991		G. Taballo	Titan	AT	p/b Anderson chapter
Related Annuals/Large Format Books						
Project S. W. O. & D.	1968			Century 21	AT	No Anderson contents
TV21 Annual	1972			World	AT	

Title	Annual Year	Author	Publisher	Check By	Notes
Thunderbirds 20th Annual	1973		IPC	AT	No Anderson contents
	1972				No Anderson contents
	1973				
	1983		Gardners	AT	
Gerry Anderson Novels/Other Books List					
Torchy and the Magic Beam and the Winking Star	1960	R. Leigh	Daily Mirror	TJ	May be p/d?
and 2 Best Friends Story Book	1961	R. Leigh	Daily Mirror		DM Minicook p/h
Sirgony	1962	J. Thyerdon	Arnold	AT	C131
and the Monkeys	1963	J. Thyerdon	Arnold	AT	C148
Sirgony - Undersea Hi-Jack	1964	G. Marks	Boatline	AT	Square Storybook
The Steamship Sen	1965	G. Marks	Boatline	AT	Square Storybook
The Great Ship	1966	G. Marks	Boatline	AT	Square Storybook
Under fire	1967	G. Marks	Boatline	AT	Square Storybook
Rescue from the Skies	1968	G. Marks	Boatline	AT	Square Storybook
Playing with Fire	1969	G. Marks	Boatline	AT	Square Storybook
Deadly Cargo	1970	G. Marks	Boatline	AT	Square Storybook
Terror of the Giants	1971	G. Marks	Boatline	AT	Square Storybook
Sirgony 1 - Trapped in the Depths	1972	D. Morris	Boatline	AT	Square Storybook
2 - Menaceful Treach	1973	D. Morris	Boatline	AT	
3 The Disappearing Ships	1974	D. Morris	Boatline	AT	
4 The Lightning Dwellers	1975	D. Morris	Boatline	AT	
Thunderbirds	1976	J. Thyerdon	Arnold	AT	C141
1: Thunderbirds	1977	J. Thyerdon	Arnold	AT	reprint of above
Calling Thunderbirds	1978	J. Thyerdon	Arnold	AT	C144
2: Calling Thunderbirds	1979	J. Thyerdon	Arnold	AT	reprint of above
Ring of Fire	1980	J. Thyerdon	Arnold	AT	C161
Thunderbirds are Go	1981	A. P. Allen	Arnold	AT	C162
Operation Asteroids	1982	J. W. Jamison	World	AT	
Lost World	1983	J. W. Jamison	World	JB	
Thunderbirds: Coy Wolf	1984	A. O'Hagan	Boatline	AT	Square Storybook
The Perils of Paradise	1985	A. O'Hagan	Boatline	AT	Square Storybook
Desperate Intruder	1986	A. O'Hagan	Boatline	AT	Square Storybook
Day of Disaster	1987	A. O'Hagan	Boatline	AT	Square Storybook
The Imposters	1988	A. O'Hagan	Boatline	AT	Square Storybook
Alien Invasion	1989	A. O'Hagan	Boatline	AT	Square Storybook
End of the Road	1990	A. O'Hagan	Boatline	AT	Square Storybook
The Men from M5	1991	A. O'Hagan	Boatline	AT	Square Storybook
Thunderbirds 1 - The Uninvited	1992	D. Morris	Boatline	AT	Square Storybook
2 - Book of Disaster	1993	D. Morris	Boatline	AT	
3 - Sea Robe	1994	D. Morris	Boatline	AT	
4 - Atomic Intruder	1995	D. Morris	Boatline	AT	
Flying Pterodactyl - Cool for Danger	1996	D. Morris	Boatline	AT	
Galaxy of Thieves	1997	K. McGarry	World	AT	
The Abominable Affair	1998	K. McGarry	World	AT	
Captain Scarlet and the Mysteries	1999	J. Thyerdon	Arnold	AT	C163
Captain Scarlet 1	2000	J. Thyerdon	Arnold	AT	C201 Spectrum File No. 1
and the Silent Saboteur	2001	J. Thyerdon	Arnold	AT	reprint of above
Captain Scarlet	2002	J. Thyerdon	Arnold	SD	C202 Spectrum File No. 2
	2003	J. Thyerdon	Boatline		Square Storybook
	2004	J. Thyerdon	Boatline		Square Storybook
	2005	J. Thyerdon	Boatline		Square Storybook

Title	p/b h/b	©	Year	Author	Publisher	Check By	Notes
The Angels and the Creeping Enemy	p/b	1968	1968	J. Thornton	Arnold	AT	C205 Spectrum file No. 3
Jag 910 and the Raiders	p/b	1968	1968	T. Sullivan	Arnold	AT	C250
in Revenge	p/b	1969	1969	H. Elyon	Arnold	AT	C234
Silent Service - The Destroyer	p/b	1969	1969	J. Thornton	Arnold	AT	C298
The V I P	p/b	1969	1969	J. Thornton	Arnold	AT	C299
Continued UFO	p/b	1970	1970	R. M. A.	Pen	AT	
	p/b	1971	1971	R. M. A.	Piccolo		
JFO 2	p/b	1971	1971	R. M. A.	Pen	AT	
The Predators	p/b	1973	1973	R. M. A.	Pen	AT	
Space 1999 Breakaway	p/b	1975	1975	E. C. Tubb	Cobi	AT	
	p/b	1975	1975	E. C. Tubb	Dobson	DW	
Mean Odyssey	p/b	1975	1975	J. Rankine	Cobi	AT	
	p/b	1975	1975	J. Rankine	Dobson	DW	
3. The Space Guardians	p/b	1975	1975	B. Bell	Cobi	AT	
	p/b	1975	1975	B. Bell	Dobson	DW	
4. Col. Siri - Conco	p/b	1975	1975	E. C. Tubb	Cobi	AT	
	p/b	1975	1975	E. C. Tubb	Dobson	DW	
5. Lunar Attack	p/b	1975	1975	J. Rankine	Cobi	AT	
	p/b	1975	1975	J. Rankine	Dobson	DW	
6. Astral Quest	p/b	1975	1975	J. Rankine	Cobi	AT	
	p/b	1975	1975	J. Rankine	Dobson	DW	
7. Alien Sand	p/b	1976**	1976**	E. C. Tubb	Cobi	AT	
	p/b	1976	1976	E. C. Tubb	Arthur Barker		
8. Android Planet	p/b	1976**	1976**	J. Rankine	Cobi	AT	
	p/b	1976	1976	J. Rankine	Arthur Barker		
9. Rogue Planet	p/b	1976**	1976**	E. C. Tubb	Cobi	PH	published 1977
Earth's	p/b	1977**	1977**	E. C. Tubb	Arthur Barker	MR	
Planet of Paul	p/b	1977	1977	M. Battenworth	Cobi	AT	
	p/b	1977	1977	M. Battenworth	Sgt		
At-ribles of Space	p/b	1977	1977	Allen Wingate	TJ	TJ	
	p/b	1977	1977	M. Battenworth	Sgt	AT	
			8. x 1 .ans				
	p/b	1978	1978	M. Battenworth	Allen Wingate		
			8. x 1 .ans				
The Space-Infers	p/b	1977	1977	M. Battenworth	Sgt	AT	
The Psychomorph	p/b	1977	1977	M. Battenworth	Sgt	JB	
The Time Engines	p/b	1977	1977	M. Battenworth	Sgt	JB	
Tenacious	p/b	1984**	1984**	Caris	Spanow	AT	
Space Samuac-	p/b	1984**	1984**	Caris	Seven House		
rippy Modality	p/b	1984**	1984**	None	None	AT	Playmate
From Here to Infinity	p/b	1984**	1984**	None	None	AT	Playmate
Thunder Door	p/b	1984**	1984**	None	None	JB	Playmate
The Synthetic	p/b	1984**	1984**	None	None	AT	Square Stynbook
The Uglyest Monster of All	p/b	1984**	1984**	None	None	AT	Square Stynbook
The Gun	p/b	1984**	1984**	None	None	AT	Square Stynbook
Cos Coll	p/b	1984**	1984**	None	None	AT	Square Stynbook
Solar Poik, Awaiting Synchrook							
Non-Sens Specfic Books Ltrs. 1971							
The Best of Science Fiction TV							
	p/b	1970	1970	J. James	C. Lents	AT	Dory
	p/b	1988	1988		Trign	AT	Anderson eschen

†† in these cases copyright is given as © xxxx or © ITC or Anderso/Burr yyyy where xxxx and yyyy are different years

**Austin Tate completes his compilation in
Anderbooks part 3 in our next issue!**

calling 21...
Calling 21...

Dear Mike

I was watching my newly purchased laserdisc of Larry Cohen's 'God Told Me To' ('Demon' in the UK) when upon reaching the scene in which Sylvia Sidney is telling Tony Lo Bianco of her extra-terrestrial encounter I spotted what I thought was a familiar sight. I jogged back and watched the scene again and sure enough, there it was: an eagle transporter from Space:1999! Only visible for a couple of seconds at the top of the screen but no question (I got a friend to verify this amazing discovery) it was there. Clearly low budget guerrilla film-maker Cohen had decided that rather than spend unnecessary bucks on costly special effects he'd simply appropriate a bit of Anderson footage. Maybe this intriguing cult film will now find further admirers among readers of your continually excellent magazine. Keep up the good work.

Miles Wood,
Queens Park, London.

Dear Mike

Just a quick note to anyone thinking of getting Polygram's Torchy The Battery Boy video tapes. One episode 'Bossy Boots Goes To Topsy Turvy land', appears on both volume one and volume two meaning that one episode advertised on the packaging is not on either video. I don't know if this is a problem on all Torchy videos or just some of them. I have notified Polygram of the error.

James Lancaster
Southampton, Hampshire.

Dear Mike

I was interested in the last paragraph of the letter from Iain R. Murray of Dundee in Issue 12 concerning the Bassett Space: 1999 card set. I bought this set in the late 70's in Portsmouth; a full set including card 42. Have enclosed photostat. I thought you might be interested to know this card was produced at one time but was withdrawn soon after issue.

C. Doran,
Waterlooville, Hampshire.



Thanks for sending in the card, 'C' (sorry, you didn't include your first name). The stat was too dark to reproduce in our letters section, but readers might like to know that the 'banned' shot was of Dan Mateo from 'The Troubled Spirit' - a close-up shot of his hideously scarred chops! Reverse copy states: 'Mateo has been conducting botanical experiments in the laboratory on Moonbase Alpha. Suddenly an eerie wind sweeps through the laboratory knocking everybody to the ground. As Mateo gets to his feet everybody sees that one side of his face has been horribly scarred. Could this be anything to do with his experiments? Is it worthwhile letting him continue or will he bring terrible suffering to fellow Alphans?' Hmmmm... looks like they wrote their own version of the script on this one - Ed.

Dear Mike

After all the new-found success of Thunderbirds, Stingray and Captain Scarlet, I'd love to see the brilliant Terrahawks repeated. I'm sure it would be re-appraised for all the right reasons second time around. In answer to Ian Fryer's query over the last 13 episodes of Terrahawks I checked SIG No.16 and found the Japanese order to have been mostly correct especially towards the end. This shows all 13 were directed alternately by Tony Lenny and Tony Bell e.g.:

1. Two For The price Of One,
2. Child's Play,
3. Jolly Roger One,
4. Runaway,
5. First Strike,
6. Terratomb,
7. Doppelganger,
8. Cry U.F.O.,
9. Space Cyclops,
10. Time Warp,
11. Space Giant,
12. Cold Finger,
13. Operation Zero.

Wayne Sawbridge,
Willenhall, W. Midlands.

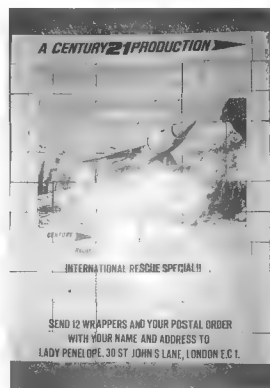
Dear Mike

Salutations from the States! A very profound editorial at the beginning of C21 No. 13 and one I'm sure we can all relate to.

Am I the only one who was fascinated and enthralled by Keith Ansell's Fireball Encyclopedia or what? I haven't seen too much feedback from that so here goes. I was interested in the uniform colour coding - I hadn't realised their uniforms were

different. How come the Captain and Lieutenant uniforms are colour-coded in identical fashion; shouldn't they be different? Does Keith have any theories on this?

I was delighted to note Mr. Ansell also included the two slang terms 'boss' and 'tootie'. He might possibly have added 'Jumping Space Fish', an exclamation of surprise, as uttered by Matt when he finds Zoonie atop his telescope in 'Robert To The Rescue' and Venus when she discovers her beach house invaded by plant-life in 'Plant Man From Space', to name but a couple of instances. Back to uniforms for a minute - I would disagree with the notion that the Colonel's jumper is cream. It always seemed to me to be a vivid yellow. The colour centrefold in C21 No. 12 would seem to bear this out. I liked the way Keith fleshed out the idea of the oxygen pill to create an energy field around the user. I always wondered why they didn't undergo explosive decompression. Mr. Ansell I raise my



Thunderbirds cards



Joe 90 cards

glass to you. The XL5 encyclopedia made my subscription worthwhile.

Moving on to the all-series chronology, I was intrigued by the 'Peter Carlin commits Suicide' entry. How and why? I would be interested to hear the reasoning behind this one. In the Anderbooks Book List in issue 13 by Austin Tate do prices apply for someone out of the country wanting to obtain said back issues of book and magazine collector mag? please advise.

The incomparable Martin Bower is at it again. Curious how he sees everyday objects as pieces of futuristic vehicles. A flowerpot becomes a World Navy probe; he sees a car hose as TB 5's walkway and makes X20's sub out of two plane models. The guy's mind must never stop working. I can just see him getting into the car and seeing the steering wheel as the framework for a UFO or some similar type of craft. He seems to be the Fanderson version of Star Trek's Scotty - he can build anything out of anything.

Lastly, how would an overseas fan go about subscribing to Stingray/Thunderbirds - The Comic?

Take care.

Dave Sheridan,
Croydon, Indiana, USA.

Over to you Keith on the above questions. Dunno about Book and Magazine Collector, Dave - an s.a.e. to them should bring you the info. As regards Stingray and Thunderbirds comics, a certain Uncle David at Thunderbooks would, I'm sure, be able to sort something out for you (he's got back issues as well). Address on page 2 of this mag. Ed.

Dear Mike

Another excellent issue, although the one on Anderbook collecting left me depressed as I found out there were more books I don't have than I originally thought! Now, THE explanation of the December 2026

date in Thunderbirds. The series IS set in 2066. Although rich, Jeff Tracy is a skinflint, and he re-uses old calendars (the dates come round every seven years or so), and the one seen in 'Give Or Take A Million' is just a forty year old one being re-used!!! (This also explains why the day does not match up correctly with Christmas day for the year shown)... What do YOU think?

Iain R. Murray,
Broughty Ferry, Dundee.

Jumpin' Space Fish, Iain! Ed.

Dear Mike

Way back in your Spring 1992 issue (No. 8) you published two pics. of the Captain Scarlet and UFO Anglo cards puzzle packs. There was a request from Ed. (Bishop or Straker?) for anyone who has the Joe 90 set to send in a photo of the puzzle back to make up the trilogy. I recently acquired this set so I am enclosing the picture as I've not yet seen it in the mag. Also enclosed is a picture of the back of the Somportex black and white Thunderbirds set, though I doubt if Lady Penelope ever lived in St. John's Lane, EC1!

Whilst writing, I have several questions. First, both Stingray and Thunderbirds are now off our screens without so much as a 'by your leave'. I wonder if anyone knows if the BBC have any plans to bring either back? I telephoned the BBC concerning Stingray to ask when they plan to screen the last ten episodes. The person I spoke to didn't seem to know that there WERE ten episodes left to screen; he thought they had shown all the episodes they have.

Secondly, and still on Stingray, just what is it that Commander Shore says in te opening credits of each programme between the words 'Marineville' and 'battlestations'? I've listened to it 29 times and I still can't discern the words from all the echo in the Marineville public address system!

Lastly, the back cover of your issue No. 2 shows the very fetching Gabrielle Drake demonstrating the detachable features of her S.H.A.D.O. Moonbase uniform (how well I remember carrying a not inconsiderable torch for Lieutenant Ellis as an 11 year old, and the flame has never quite gone out!) My question is: which episode does this appear in? I have not noticed it in any of the episodes released so far. Is it, as I suspect, in one of the episodes used for 'Invasion UFO' and ended up on the cutting room floor? If so, this only strengthens my case for issuing the episodes in the original format!

Love the magazine. Look forward to the next one. Keep up the good work.

Mike Wells
Crayford, Kent.

Thanks for the pics, Mike. The request was from me, and the surname's not Bishop or Straker, but Banger. Commander Shore says, 'Marineville, I am calling battlestations.' Miss Ellis disrobing is from the UFO pilot episode 'Identified'. May your flame never go out! Ed.

Dear Mike

I am writing to you in the hope that you can help me and possibly every other Anderson modeller. Over the years SIG and now Century 21 have included some superb modelling articles. For example, SID by Bill Oram and the excellent articles by Graeme Walker on building the Spearhead bomber and Arrowhead interceptor from Stingray, all of which I have built with great success. Recently on buying a Stingray comic I saw a fabulous photo of a Zombite fighter from Thunderbirds built by the great Martin Bower.

I was wondering, therefore, whether it would be possible for Martin to do a step by step article on the construction of this model for inclusion in C21 as I am sure there are plenty of other kit bashers out there who, like myself, would love to have a go. I know the kit he used is a 1/48 scale Starfighter, but which one?

If Mr. Bower is too busy, how about Graeme Walker? PLEASE, PLEASE, PLEASE!!! Grovelling aside, many thanks for yet another superb issue (No. 13). The magazine just gets better and better.

Steve L. Rackham,
Rhyl, Clwyd.

Howabout it, guys? Steve, we hate to see a grown man grovel, so watch for Mark Frattasio's profiles on various Thunderbirds and Stingray aircraft, starting next issue with... yep, you guessed it, the Zombite! Ed.

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Lancs., BB5 5RR, England

CENTURY 21

[illegible]

SOURCE (CODE KEY): 1 Annual; 2 derived from Avenue, 4360; 3 *Cybertron*, 21; 5 Ufern; 20 on Box; 6 derived from TV, *Cybertron*; 21
7 derived from *Cybertron*, 8 derived from TV Comic; 9 derived from TV 21 Dury; 10 Barrett Cigarette Card; KA Keith Aspin, MIB;
M Martin Hutchinson, LS Lynn Spenser, HM Helen McCarthy, SS Glasziou, MR Mike Rocca,
AT A Twizzle, B Borbych, CL Four Feather Falls, J Superher, E Enrichal, SL S. Slungov, G Thunderbirds' 2 moves; H Hungarian
Scarlet, J Joe, K Kick Records, N Doppel-Jangleman, ML/LFO 'N The Protectors, P Space Investigator, Q Space 1999, R Into Infinity,
S Starhawk, T Secret Service, U Space Police, V/V-Tech Movie, W/TW Agent 21 etc.; W-Creative Continuity

Year	Day/ Month	Event	Source
20045		The World Security Patrol Organisation is formed HQ Washington DC with the following sections 1) The US Section 2) The UK Section 3) The World Army (4) The World Airforce (5) The World Intelligence Network (now a division of the U.S.S.) KAF	6F
20046		Construction of Space city begins KAF	6E
2006	28/5	Marina born in Pacific. KAF	2F
2006	7/12	Civil War in Great Britain erupts and dictatorship is overthrown (not 2047). KAF	6V
20047	7/2	Victorious freedom fighters take Britain into the World Security Patrol (not 2046) KAF	6V
2007		The Airplane killed by SOF ROM KAF	6V
2007		Space City completed KAF	6E
20048		Fireball XLII programme begun KAF	6E
20048		Cabletron extrics XLII developed on Mars by Professor Carrer. KAF	6V
20049	15/11	Construction of XLII fleet begins at Space City by Universal Engineering Incorporated. KAF	6V
20050		Construction of XLII fleet begun at Space City by Universal Engineering Incorporated. KAF	6V
20051		Failed democratic revolt in Beremok inspired by W.G starts cold war with World Government KAF	1/2
20051		Civilian war on Pharus exhausted KAF	6E
20052		General Remaster promoted to head of World Space Patrol with seat on World Security Council KAF	6E
20052		Without Remaster committed to Commander-in-Chief of W.S.P HQ Space City KAF	2H
20052		Air. Beremok set out in USA KAF	6V
20052		Major Jim Ireland sets out on his haturon 10 year exploration of the nearer star systems in prototype atomic KAF	6V
20053		Prototype XLII Alpha completed KAF	6V
20053		Jonathan Zero born KAF	6V
20054	24/3	Oxygen levels reported on standard space suit KAF	6V
20054		Fireball XLII, Fireball XLIII and space suit KAF	6V
20055		Fireball XLII becomes ex-pilot of XLII KAF	6V
20055		Brent Cleaver takes over from S as Operations Director 21 of the U.S.S KAF	6V
20055		With seat permanent on W.S.C and also joins W.P advisory staff KAF	6V
20056		The United Nations is made up of a number of painted in the nearer star systems who wish to trade with Earth KAF	6V
20057		Interstellar trading begins between U.P.O members KAF	6V
20057		XL ships upgraded with outomoc hyperdrives KAF	6V
20057		Steve Zolace promoted to Colonel and given command of XLII. KAF	6V
20058		First CB28 Neptune probe launched from Moon. KAF	2H
20058	10/7	Admiral Beatty promoted to Head of World Navy with seat on W.S.C. KAF	6F
20059		Steve Zolace appointed Chief Astronaut of W.S.P KAF	6F
20060		Top W.A.S.P. Aquanaut Captain Sam Shore is crippled in action while secured in the World Security Patrol KAF	2F
20060		Two T.A.S.P. members Phineas Sheridan and overcomes him to join the W.N. Schismatics Service KAF	2F
20060		Robert the Robot constructed by Matthew Mate. KAF	2F
20060		Venus adopts the last Colvatan Lesson. KAF	2F
20061		The Substition of XLII, 46 attack Earth with Plutonomic missiles. KAF	2F
20061		General Martin appointed head of World Security Council (i.e. Policy making body of World Security Patrol). KAF	2F
20062		The W.A.S.P. officially founded as a separate section of the World Security Patrol under General Martin KAF	2F
20062		Sam Shore promoted to Commander in Chief of W.A.S.P HQ Marinville KAF	2F
20062		With Bradley Holden later to become Sargent /IMHII completed and put on seat trials by the W.A.S.P. KAF	2H
20062		The Space Exploration Tarcere is formed to extend boundaries of the Space Sky. KAF	2H

Day	Year	Event	Source
01	2063	Pharos has become a danger to passing spacecrafts and is destroyed by the NLS crew	E
02	2063	The Earth is almost destroyed in 'Freelord Incident'	E
03	2063	Steve Zodiac is awarded 'Astronaut of the Year' award	E
04	2063	Genevieve McCormack promoted to head of the World Army. Axiore with seat on W S C	E
05	2063	Maria kidnapped and enslaved by Tynan	KAF
06	2063	Revolutionary war in the Mysterium. KAT (1) is killed. Blakey Horden is command	KAF
07	2063	Transferring of the Mysterium to the WASPs to take command of S'ngrs following	E
08	2064	a serious injury suffered by Holden.	2F
09	2064	World Security Patrol Salmarine. Sengapore exporing the deep-sea trenches of the Pacific is destroyed by	F
10	2064	Tynan's terror fish.	F
11	2064	Events in 'Sungary' begin	F
12	2064	First contact with Tynan and other undersea races is made	F
13	2065	Marina helps Tyny Tempest and Phores escape from Tynan co and becomes the unofficial third member of the	F
14	2064	Sungary crew	F
15	2064	WASPs swear revenge on Tempest and begins to plan his long delayed invasion of the surface world.	F
16	2064	The first use of the children's computer, the TYN 2121 in a predicted future using fictional '9' stories of the	KAF
17	2065	world's horses - past and present	V
18	2065	The World Government elects to form Spectrum as an elite security force to relieve pressure on the specialised	1H
19	2065	World Security Patrol actions	KAF
20	2065	General Zoster retires.	KAF
21	2065	Commander Zoster succeeds Roaster as head of the World Space Patrol with seat on W S C	6E
22	2065	W S P action limited due to oxygen pit due to possible health risks	6W
23	2065	Charlie Grey nominated Air-Marshal Zodiac's successor as head of USS but he refuses in favour of becoming	1H
24	2065	Spectrum C I C Colonel Whitlock	1H
25	2065	World Security Patrol Guards become Spectrum Auxiliary	KAF
26	2065	Tyny Tempest awarded 'Astronaut of the Year' award	F
27	2065	Commander Shore is promoted to Head of WASP with seat on W S C	6F
28	2065	W P Nikita Bandrank announces he will not be standing for re-election in 2067. After a period of ill health he	6V
29	2066	is decided to retire having served three 7 year terms in office.	6F
30	2066	Admiral Bratos accused of treason and resigns	1H
31	2066	Admiral Bratos succeeds Beatty as head of World Navy with seat on W S C	6V
32	2066	Captain Otho joins Spectrum	1H
33	2066	Admiral Bratos resigns	KAF
34	2067	T. J. Younger is elected second World President	KAF
35	2067	Supreme Headquarters Earth Force S H E F established in New York, USA	KAF
36	2067	General Jan Loover is appointed Supreme Commander of Earth Force responsible for ever seeing following	KAF
37	2067	security organisations 1) Spectrum, 2) World Security Patrol, 3) Universal Secret Service and	KAF
38	2067	4) Spectrum officially, inaugurated by World President Younger	KAF
39	2067	Strange Radio signals are detected coming from an unexplained region of Mars by Cloudbae	KAF
40	2068	Repeat back chosen to year Zero Mission to find source of the signals	KAF
41	2068	Curian Black returns and establishes attack the source of the signals - the Mysterium Complex, not Quabari	H
42	2068	Curian Black returns to Earth as an agent of the Mysterium with instructions to begin a war of attrition against	H
43	2068	Earth in response to his announced attack on their complex	H
44	2068	The Mysterium threaten to assassinate World President Younger	H
45	2068	Captain Scarlet is killed and reconstructed as an indestructible copy of the Mysterium - 1st Mysterium	H
46	2068	Scarlet takes 800 feet from the top of the London Cap-Va and the Mysterium control of his mind is broken	H
47	2068	- but he remains virtually indestructible.	H
48	2068	1st Captain Scarlet becomes Spectrum's leading agent in their fight against the Mysterium	H
49	2068	Younger standardised as W S P President	H
50	2068	John Egan is elected 3rd W S P President	6H
51	2068	The fight against the Mysterium starts in earnest and unknown races continues	KAF
52	2068	'Disk Spinner'	U
53	2068	Events in 'Space Police'	U
54	2068	General Richard Henderson born.	1FM
55	2068	General James L. Henderson born	1FM
56	2068	Joe McClaine born	J
57	2068	Joe McClaine born.	J



**THE GERRY ANDERSON
ALL-SERIES ENCYCLOPEDIA**

STINGRAY

Written by Martin Hutchinson

**Production team: Publisher: Dave Nightingale
Editor: Mike Reccia, Design: Dave Openshaw
Additional Technical Detail: Phil Rae
Illustration: Lynn Simpson**

Stingray Launch Procedure

When the Stingray crew are on duty, they wait in the standby lounge, a comfortable room adjacent to the Main Control Room. There the crew can relax in easy chairs, watch videos, listen to music or even read. The entire room is restfully decorated and geared to relaxation. At one end of the room is the Injection Bay – a recess containing three chairs mounted on poles which lead directly to Stingray itself.

There are three alert statuses in Marineville – each signified by a specific pattern of drumbeats:

- a) Action Stations
- b) Launch Stations.
- c) Battle Stations (more about this later).

When 'Action Stations' is sounded the Stingray crew cross over to their injection chairs and await further instructions. As soon as 'Launch Stations' is sounded the crew activate the chairs by means of a lever and all three slide down the tubes into Stingray, Troy and Phones through the conning tower hatch and Marina through the topside emergency hatch.

At this point Stingray, which is clamped onto a hydraulic riser, sinks beneath the water, releases itself from the clamp, enters the launch tube which it travels along to the Ocean Door and is then launched. Stingray travels through the Launch Tube at Rate 1 – equal to 100 knots – so sensors in the sub's nose are employed to keep it on course at this considerable speed. The whole trip through the tunnel is monitored by Atlanta in the Control Room and it is she who usually opens the Ocean Door (constructed from 12" thick Steelite – a tough, rust proof metal compound) although it can also be triggered by remote control from Stingray.

There are, in fact, two sections to the Launch Tube. When a craft is three miles from the Ocean Door there is a bay where it can turn round and go back to Marineville. This is only used in dire emergency, as when a craft has to be urgently recalled. Once past this point the final three miles must be completed and the sub launched.

Marineville

Marineville is W.A.S.P. headquarters, a self-contained installation comparable to a large town. Building commenced in 2046 and was completed in 2048. Marineville is situated 10 miles inland somewhere on the west coast of the United States of America as a protection against attack from the sea.

Control Tower

Dominating Marineville is the Control Tower. Three 3-story blocks house the offices of the administration section of the W.A.S.P. Directly above these sits another three-story circular construction which is attached to all three ancillary buildings below it. This structure is the actual Control Centre.



Marina and her companion, Oink!

Looking at the building from the front, the left-hand block contains the Design and Draughtsman's offices and the Administration Section. On the top floor of this block are the World Navy Liaison offices which include Marineville's conference facilities. The centre block houses the Standby Lounge and further Administration and Conference facilities. The right-hand block features a Lecture Theatre, Restaurant, accommodation for visiting World Navy personnel, plus additional offices. Just in

front of the Control Tower is the Receiving Station for the W.A.S.P. Communications System.

Above all this, the imposing 'hub' of Marineville, is the Control Centre itself. The top floor of this drum-shaped section is the Control Room and Plotting Room. The next floor down houses the vast Communications Centre. From here 24-hour contact with all W.A.S.P. installations is maintained and the Tracking Stations and

Underwater Interceptors

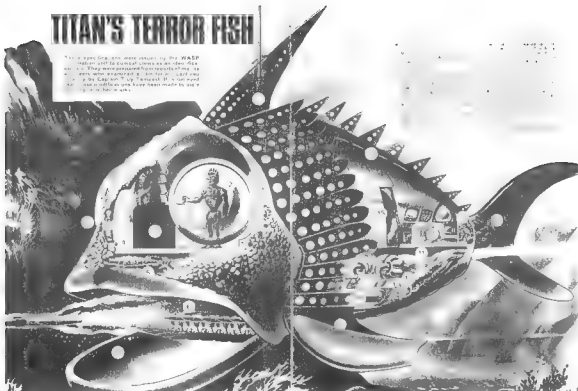
Housed in silos in the sea approaches to Marneville, these missiles are the first line of defence. The silos are buried in the sea-bed in three. A storage arsenal contains extra interceptors and the supplies are replenished when necessary. W.A.S.P. interceptors are actually launched by means of a compressed air catapult which ejects the interceptor from the launch tube. When it reaches the surface boosters ignite to carry the journey on. W.A.S.P. interceptors are powered by magno-dynatomic engines and can attain 150 knots in the water. They have a twelve mile range.

Arrowhead Interceptors

In early 2065 the W.A.S.P.s took delivery of 500 Mercury class Arrowhead Interceptors, 100 of which are based at Marineville. The Arrowhead is powered by a rear mounted Zeus rocket engine which can propel the fighter along at 5,000mph, and keep it airborne for 3 days. Under the belly of the aircraft are 2 Thor missiles with a range of 150 miles, and for close combat each wing-tip carries an F91 air to air missile. The Arrowhead is capable of vertical take-offs on land and sea and can hover. They are a perfect complement to the Spearhead delta wing Bomber.

Spearhead Bomber

Marineville has 50 Spearhead Bombers. Powered by three 'Apollo' rocket engines, this two man bomber can reach speeds of 3000mph.



W.A.S.P. satellites are naturally given priority. The bottom floor contains the Computer Centre, monitoring life support and maintenance for all W.A.S.P. installations, together with the emergency Life Support Systems utilised when Marineville is sealed off during Battle Stations.

On either side of this central emplacement are twin Officer Quarter buildings. These are exclusively for the Stingray crew and staff of the Control Tower. Other accommodations for the rest of the Marineville staff are spread throughout the vast installation.

Hospital

Marineville's hospital is regarded as one of the most modern and well equipped in the world. It is situated close to the Control Tower, but yet is a safe distance away. It is also adjacent to the airbase and is therefore thoroughly soundproofed. The 5-storey building contains the latest in medical technology.

On the left-hand side of the Hospital (as approached via the main entrance) are the nurses' quarters, experimental and pathology departments, physiotherapy department and spa, pre and post-operative wards, records section, a lecture theatre and one of the hi-tech operating theatres. On the ground floor next to the main reception is Outpatients and the ambulance bay.

On the right-hand side is the casualty department and other operating theatres, general wards, private rooms and research labs, also the hospital administrations office and other offices.

In the operating theatres, aside from the usual equipment are the latest 'Auto-Docs', developed by the Australian, Dr. Edward Wilkie. These can scan a patient and diagnose the problem, then assist the human doctor by suggesting treatments.

Ambulances

There are conventional paramedic vehicles at Marineville but these have all but been replaced by new ambulances supplied by Universal Engineering Inc. There are 25 in total, 10 of which are housed in the hospital's ambulance bay. They have an operational radius of 100 miles and are capable of 150mph! The ambulances are hermetically sealed and can be used as mobile operating theatres - in fact they are equipped with 'Auto-Docs'. Naturally there are other emergency services at Marineville such as a Bomb Disposal Squad and Fire Department which boasts 20 tenders.

Marineville has an Airbase at which are stationed around 300 aircraft including Air/Sea rescue craft, transporters, bombers and, of course, the 'Spearhead' bombers and 'Arrowhead' strike planes.

Marineville Defences

Like any military installation Marineville needs defence systems and the W.A.S.P. base incorporates elaborate defences. There are security posts all around the perimeter of the base and also within it as many areas of high security exist inside Marineville's boundaries. Out at sea are the underwater interceptors.

W.A.S.P. Uniforms

Unlike the World Space Patrol, where different ranks are designated by different coloured tunics, epaulettes and trim, W.A.S.P. uniforms are - well - uniform. Tunic and trousers are silver with off-white boots. Collars and cuffs are red and the epaulettes are gold. There is also a silver peaked cap with off-white neb W.A.S.P. insignia are on caps and sleeves.

The epaulettes and cuffs denote rank with various hoops and pips. On cuffs gold hoops and pips appear as follows:

Commander	2 hoops*	2 pips
	(*1 of which is a double)	
Captain	2 hoops	3 pips
Lieutenant	2 hoops	2 pips

The epaulettes have red stripes as follows:

Commander	3 stripes
Captain	2 stripes
Lieutenant	1 stripe**
(**although for some reason Atlanta Shore has 2)	

The security guards' uniforms are a lot plainer. They wear a grey hard hat with a red stripe and W.A.S.P. insignia, a dark grey tunic with off-white pants and black military boots.

Stingray Log

Episode No.

Comments

- 1 Investigation of destruction of W.S.P. vessel Sea Probe.
- 2 Voyage to Pacifica to meet Aphony.
- 3 Patrol and guard area around oil rig
- 4 To Isle of Lull to rescue Admiral Carson.
- 5 To Casablanca on shore leave - return to Marineville.
- 6 a) On patrol in region of San Mai Island, return to Marineville.
b) Investigation of area where alien material from Big Gun came from.
- 7 To McKenzie trench to deliver supplies to Bathyscape B1 and collect gold claimed from sea water.
- 8 Investigation of sinking of Jet Liner Arcadia and galleon sighting.
- 9 a) Already on patrol - return to Marineville.
b) Resume patrol.
- 10 To guard mining stage.
- 11 Investigate probable source of missile attack on Marineville.
- 12 Investigation of subterranean sea.
- 13 To Scotland to search for Loch Ness monster on behalf of Undersea Research Programme headed by Admiral Denver.
- 14 a) Already on patrol.
b) Patrolling vicinity of Marineville.
- 15 a) On patrol.
b) Journey to find and retrieve pearl from giant oyster.
- 16 Rescue of Hepcat and crew.
- 17 Short journey to film action shots for movie.
- 18 a) Escort duty. Three derelict freighters for destruction.
b) Investigate disappearance of derelict freighters.
- 19 a) Test new World Navy Missile
b) Further test of missile.
- 20 No voyage.
- 21 No proper voyage - in fish tank in Troy's dream.
- 22 Investigation of appearance of pink ice.
- 23 a) Routine patrol.
b) Piloted by Commander Shore to cover escape of Stingray. Crew in mechanical fish.
- 24 Pursuit of gunboat Wadi and rescue Marina.
- 25 a) On escort duty for shipment of crude oil.
b) Crewed by Troy and Fisher. Unofficially looking for evidence to clear Phones.
- 26 a) On patrol - Investigate S.O.S., return to Marineville.
b) Resume patrol (without Marina) - return to Marineville.
c) Seek and destroy approaching craft.
- 27 Investigate disappearance of unmanned sea probe in undersea volcano
- 28 Search for Tajmanon Temple, Marina on leave, Atlanta and Professor Graham with crew
- 29 a) To Isle of Lemoy to put up Duke Dexter in (X-20's) house.
b) Return to Lemoy to check on Duke Dexter.
- 30 Crewed by Troy and Marina. Escort galleon crewed by Admiral Denver, Phones and Troy.
- 31 Catch vessel 'Downbeat' before it reaches Pacifica. Crewed by Troy and Commander Shore.
- 32 Training voyage with Fisher as Captain of Stingray. Phones as crew
- 33 (In Dream) Recover radioactive material from wreck of vessel Shanendoah
- 34 a) To intercept enemy craft.
b) To intercept second enemy craft with new strengthened missile.
- 35 On patrol in vicinity of under sea fish-farm where Atlanta is training.
- 36 With Alikhali to Hudatvia to get there before El Hudat and X-20
- 37 a) (Troy's story) Intercept enemy craft
b) To recreate battle with enemy.
- 38 Investigate Arago rock Lighthouse.
- 39 Flashback from episode 11.
Flashback from episode 16.
Flashback from episode 12.

Apart from twelve high explosive bombs and a forward laser canon, the bombers main armament are the giant aero-hydronic missiles hung under the fuselage. These are based on the hydronic missiles launched from Marineville and are designed for air to ground/sea attack. The warhead is inter-changeable - anything from explosive to chemical or atomic warheads can be used

Battle Stations

After 'Action Stations' and 'Launch Stations' there is a third alert status - 'Battle Stations'. This is sounded (again, by means of drumbeats) when Marineville is under direct attack. When 'Battle Stations' is called, Marineville submerges, via hydraulics, into air-tight reinforced underground emplacements. The first unit to submerge is the Control Tower, followed by the living quarters and the hospital, power plant, parking bays and other military buildings. Next, 12 gantries rise from below ground and Hydronic missiles emerge and are readied for launch.

Keeping Marineville powered up whilst underground is a great strain on the Power Plant and it is rare that the buildings are kept below for more than a few hours - a couple of days is the absolute maximum. The 'Battle Stations' procedure is, however, tested each day, as it may be needed at any time.

Hydronic Missiles

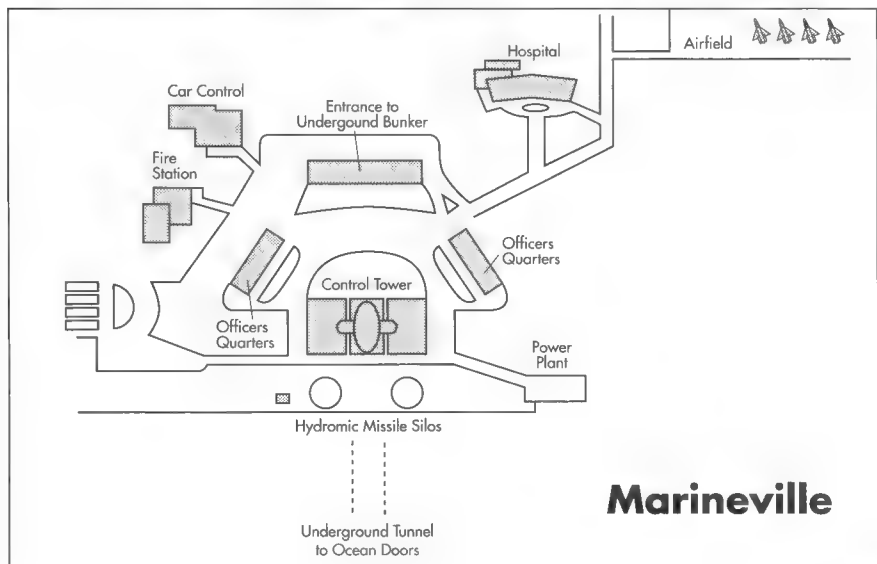
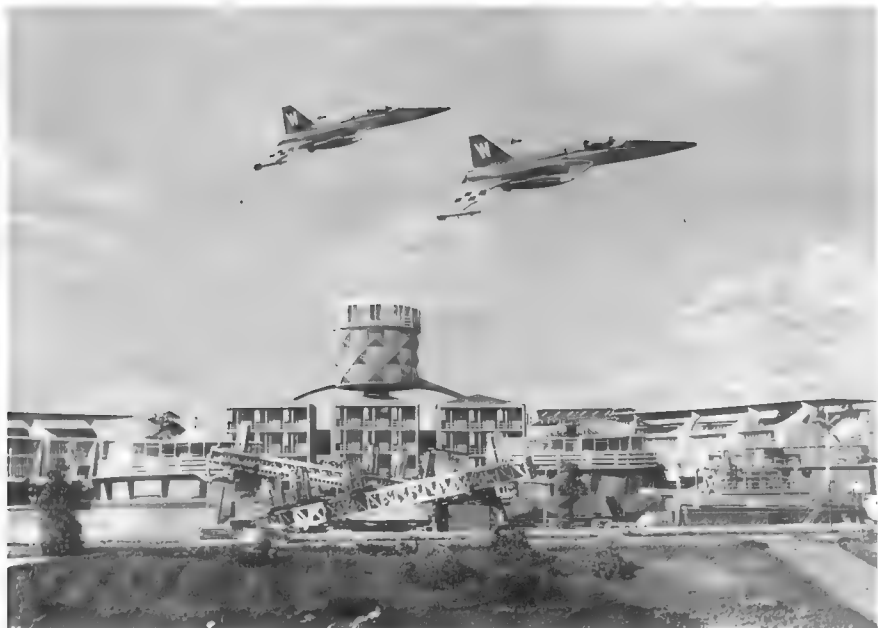
Cahelium strengthened silos around Marineville house the Hydronic Missiles. These two-stage rockets - the second stage is rarely used - are made from Prexiferro, a new alloy, and the Marineville scientists who developed it claim it can withstand friction pressures above and beyond any other missile. Powered by liquid gas, the dyna-prop rota engines can achieve speeds of 25,000mph and can be fitted with various warheads ranging from T.N.T. to nuclear and neutron. Also in the warhead section is the guidance system used for controlling the missile whilst in flight.

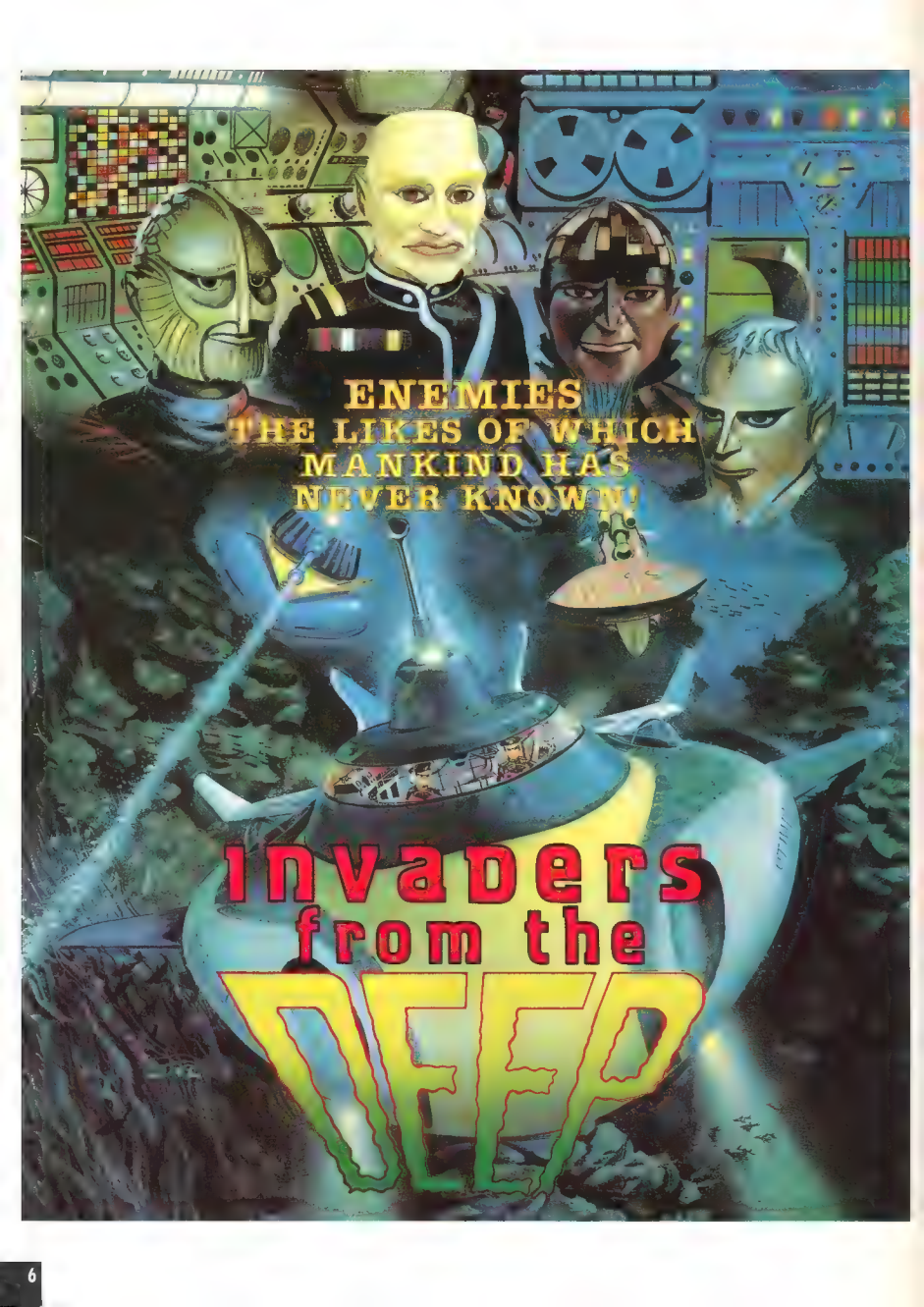
The rest of Marineville is taken up with the facilities that any large town would have - shops, living quarters, theatres, etc. There is even a car control area where the W.A.S.P. staff cars are parked and maintained.

Marineville Power

The Generating Plant is one of the most modern in the world. It is both reliable and environmentally sound. The main source of power is the sea. Marineville's boffins have managed to harness the ocean's tidal movements to drive the generators, and in case of failure can switch over to the reserve plant which is powered by solar energy. There is also a vast desalination plant supplied by the British company Hick Hargreaves to convert sea water into drinking water.

Additionally there are giant underground warehouses containing food and other necessities. Add all this together and it is easy to believe that Marineville could survive without outside contact for up to three years.





**ENEMIES
THE LIKES OF WHICH
MANKIND HAS
NEVER KNOWN!**

**Invaders
from the
DEEP**

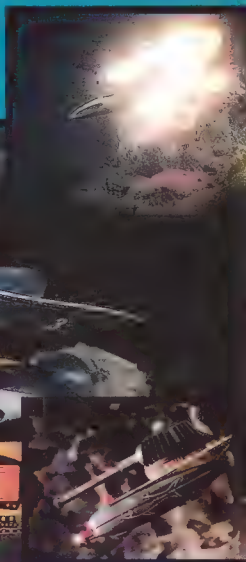
ITC ENTERTAINMENT Presents
A GERRY ANDERSON PRODUCTION
INVADERS FROM THE DEEP

Written by ALAN FENNEL

Supervising Director of Special Effects DEREK MEDDINGS
Music Composed, Arranged and Conducted by BARRY GRAY
Based on the Original Format by GERRY & SYLVIA ANDERSON
Creative Production Coordinator ROBERT MANDELL
Produced by GERRY ANDERSON
Directed by DAVID ELLIOTT, JOHN KELLY, DESMOND SAUNDERS



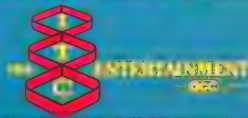
FILMED IN
SUPERMATION



The world is in danger from enemies the likes of which mankind has never before encountered. Only Captain Troy Tempest and the supersonic underwater craft Stingray can combat aquatic alien invaders from the darkest depths of the oceans.

Academy Award winner DEREK MEDDINGS ("Superman") is the special effects wizard who coordinates the striking and lavish visual effects for this incredible high-action adventure film.

Running Time: 92 minutes
Release Date: 1981





Other W.A.S.P. craft

There are W.A.S.P. installations placed around the globe and many different craft make up the W.A.S.P. fleet. Discounting the aircraft mentioned elsewhere, there are a number of seagoing vessels. These range from one-man Patrol Guard subs to the 'Martin' class Patrol Ships. The Patrol Guard subs are almost obsolete now and there are only a few left in operation as it was deemed too hazardous for one man to be on board a submarine for any length of time. There are the 'Clam' class submarines which actually belong to the World Navy but operate out of W.A.S.P. installations.

For high-speed patrols the 'Seahorse' class patrol vessels come into their own and, of course, the larger Merlin class patrol ships of which the City of York is the class ship. Both the W.A.S.P.s and the World Navy have submarine aircraft carriers of 2 main types: the 'Cougar' class warship with a crew of 17,000 and the smaller Panther class with a complement of 200.

In 2068 the World Navy introduced 'Sea Dragon', designed by Captain Justin Haid. This revolutionary craft almost started a war, due to Haid's inexperience, and he was dismissed from the World Navy but continued as chief designer for Sea Dragon which would later become an attack/supply ship.

The Sea Leopard is a high speed surface vessel used as a warship or as a support craft. Sea Leopard 1 was launched in 2064 and has proved itself against the might of Titan and other undersea enemies. It is equipped with ten missile launchers and sixteen 'Hummingbird' strike aircraft. There is also a 'Blue Whale' air-sea rescue helijet aboard. Due to its twin Seasprint Aquajets it can attain a top speed of over 300 knots and is usually launched from Marineville's coastal base which is situated ten miles from the ocean doors.

Other Equipment Utilised

Apart from Stingray and the other regularly featured 'hardware', other items of equipment were featured throughout the series.

Commander Shore's Hovercar

In April 2060 Sam Shore's active career came to a tragic end when he was crippled in the events chronicled in the episode 'Ghost of The Sea'. The W.A.S.P. decided that he was too good a man to simply put out to pasture, so, with an eye to the future (and his promotion) the boffins put together the hover chair in which Shore spends most of his time.

Powered by a rechargeable solar battery, the chair is quicker than more conventional electric wheelchairs. A communicator is in-built, as is storage space for various items including a pistol. One added innovation allows Shore's legs, whilst he is seated in the chair, to be periodically massaged to assist the blood flow and thereby lessen the risk of muscle wastage.

Aquasprite

The Aquasprites are housed towards the stern of Stingray's main body – a brace of two-man mini-submarines – one on either side of the vessel. These enable the crew to investigate areas where a larger craft would be conspicuous. They are reached via a companion way leading from the lower deck wardroom. Their speed is only a fraction of Stingray's and their range is rather limited. In certain circumstances they can also act as escape pods. They are sometimes erroneously referred to as 'Sea Bugs'.

Power Units

These small but powerful items are stored in the general maintenance bay and have a

variety of uses:

- a) They can be used as a power-pack which can tow a diver underwater for up to 3 miles. In this mode they are known as Sea-Bugs.
- b) They can be connected to the Monocoopers when the crew have to leave their vessel and travel over water or land.
- c) In extreme emergency following a major disaster – they can be connected to the vessel's main power plant to provide just enough power to keep life support systems operational for a limited length of time.

Swimsuits

The swimsuits used by the W.A.S.P.s look just like standard SCUBA diving suits. Looks, however, can be deceptive. The suits are grey with orange trim and are made from a material not unlike foam rubber. They are in fact pressure suits. W.A.S.P. scientists decided that a cumbersome pressure suit wasn't good enough for underwater exploration, and so, following 3 years of intensive research, they came up with the present W.A.S.P. swimsuits.

In 2065 the World Security Patrol advised that the oxygen pills used mainly in space exploration could cause health problems, as well as supplying a person with oxygen they also formed a kind of force-field around the user. The W.A.S.P.s adapted the pills so that, by using them in conjunction with the swim-suit, more freedom of movement could be enjoyed by the swimmer with no adverse affects – i.e. the suit protects the body whilst the effects of the pill protect the head, hands and feet of the swimmer. They are effective up to depths of 4 miles (22,000ft.).

1. Terror Fish (Mechanical Fish)

Designed by Titan while still in Hydroma, it has become the usual method of travel for the Aquaphibians. Literally fashioned after a fish (as are most of Titan's designs), the Terror Fish is fabricated of fused coral Titanium, a material not unlike the Cahelum extract used in Stingray's manufacture. The fish is fuelled by Geranol. Powered by aquajets the Terror Fish usually has a crew of two, with space aft for two seated passengers or cargo if the seating is removed. Six missiles are carried, each launching through the 'mouth' of the fish. The vessel has a top speed of around 550 knots, and is therefore just a little slower than Stingray's Rate 6 (600 knots).

2. X-20's Submarine

Also shaped like a fish, X-20's craft is made of the same alloy as a Terror Fish and can attain the same speeds. As it is essentially a one-man craft it is naturally much smaller and more manoeuvrable. It carries only three missiles as it is not designed to be a combat craft. They are there only for defence.

3. Delta-Wing Submarine

Used by the peaceful Bitumites in the episode 'Sea Of Oil'.

4. Gadus' Craft

(Hostages Of The Deep) Used by Gadus to kidnap Admiral Carson and his wife.

5. The Big Gun

(The Big Gun) Used by the Trematodes. This craft is basically a huge cannon mounted on a submarine.

6. Bathyscape B1

(The Golden Sea) This is Professor Darran's laboratory as well as transport.

7. Titan's Personal Transporter

(The Golden Sea) When not wishing to use a

Terror Fish, Titan uses this globular craft. It has limited armament and is used primarily as a transporter.

8. The Ghost Ship

(The Ghost Ship) Crewed by Idotee, this is a modified sailing ship. It was originally an eighteenth century British frigate sunk during the American War of Independence. Most of the upper decks were kept as found, but Idotee and his colleagues made them watertight. In the bilges a motor and generator were installed, converting the ship into a submarine. This ship is also seen in 'Set Sail for Adventure'.

9. Castellian's Submarines

(Ghost Of The Sea) Small, one-man craft piloted by Castellian. Sam Shore rammed one during the incident that left him crippled. Castellian used an identical craft years later.

10. Subterranean Travel Cylinder

(The Invaders) While the Stingray crew are held prisoner the aliens use this machine to burrow into Marineville from below.

11. The Hep Cat

(Raptures Of The Deep) Civilian submarine crewed by Frank and Joe. The craft is pronounced dangerous and unfit for deep diving. Their ejectable Radio Marker Buoy comes in useful (Note: the Hep Cat canopy is the same one used in Supercar).

12. Navy Sub 27

(Man From The Navy) Captain Jacques Jordan's craft is a World Navy Vessel used to test a new missile.

13. Ice Chemical Submarine

(Pink Ice) Crewed by unseen alien(s). This submarine carries a number of small buoy-like spheres which rise to the surface of the sea and eject a pink chemical which then reacts with the sea-water and freezes it.

14. Gunboat Wadi

(Star of the East) Owned by El Hudat. Intended to be a gift upon Hudatvia's entry into the W.A.S.P. It is fully automated, needing only one crewman. An efficient strike craft costing 500 million dollars.

15. Invisible Enemy

(Invisible Enemy) Crewed by unseen aliens. Craft almost identical to that encountered in 'Ghost of the Sea'.

16. Survey Probe

(Deep Heat) Some exploration of the sea is unmanned and necessitates use of this Remote Control Undersea Survey Probe

17. Downbeat

(Tune Of Danger) Used by the W.A.S.P. jazz combo - the Wasps as transportation and piloted by the group's bass player Stygo. It has a top speed of 200 knots. Quite a spacious vessel, it enables the group to rehearse on their way to appearances. Stygo never rehearses and can therefore pilot the sub

18. 'Delta' Sub

(A Nut for Marineville) Despite two direct hits by orthodox Sting missiles this craft survived. It takes a special warhead devised by Professor Burgoyne to destroy it. The sub carries six missiles

19. Magnetic Tug

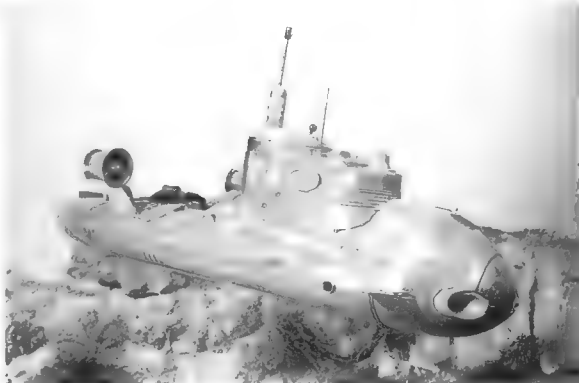
(Trapped In the Depths) Invented by Professor Cordo, this is used to remove the 'real' Stingray and replace it with a replica.

20. Unnamed Vessel

(A Christmas To Remember) Used as bait to try and capture Troy Tempest. Seemingly abandoned, the vessel concealed a hidden crewman within it.

Weapons

The uniform incorporates an off-white gun belt and holster. The gun is referred to as a ray gun but is, in fact, a dual-purpose weapon. It can act as a laser-type gun and can also shoot conventional bullets. There is no trigger as such - the weapon is fired using a button set into the butt. Also set into the butt is a control to select the type of weapon i.e. laser or projectile.



World Navy Sub 27



Aquaphibians



Aphony



Ebrun

Undersea Races Encountered

Aquaphibians

These are a race of beings ruled by Titan. He saved them from a giant squid and, in their gratitude, they made him their leader. They are generally stupid and have only progressed because of Titan's influence. Originally living in deep trenches in the sea bed, they were subsequently commanded by Titan to construct the underwater city of Titanica. Titan then proclaimed that Sculpin, from Sagacity was to be his Chancellor and it is he who rules Titanica on day to day basis.

Pacificans

This peaceful race inhabits the shell city of Pacifica. Pacificans are artistic and musical – the very antithesis of the Aquaphibians. Their Emperor Aphony, along with his chief aide Barinth, tried to unite the undersea races but Titan crushed this endeavour and placed a curse on Aphony and his daughter Marina forbidding them to speak. Should either of them utter a single word death will follow for their loved ones.

Bitumites

(Sea of Oil) At first considered hostile after destroying drilling rigs and also capturing Atlanta and attempting to destroy Stingray, it was eventually discovered that the Bitumites were only defending themselves as the drilling was placing their city in peril. The Bitumites now have an Ambassador – in the World Capital called Gerrit. It was he who had kidnapped Atlanta.

Gadus

(Hostages of The Deep) An exile from a race of fish people living in the Atlantic Ocean. Gadus attempted to kill Troy Tempest and

capture Stingray but was thwarted by the Stingray crew. He and his henchman Maran were arrested and are held in the Marneville Detention Centre.

Urzurans

(Treasure Down Below) The city of Urzura was beneath the South Atlantic but an underwater earthquake destroyed it. Ebrun and Trel were two brothers who took refuge in the dungeons and were the only survivors of the disaster. They dug a tunnel to a cavern and were furnished with supplies courtesy of a nearby whirlpool which dragged down fish (for food) and ships (for materials).

Trematodes

(The Big Gun) A warlike people who captured the Crustavon city and renamed it Solaster. They tried to destroy Marneville with their 'big gun', crewed by chief warrior Mauritimus. He was decorated by the eldest of their race, known as 'the Leader'. Their plans of domination were abruptly ended by Stingray when it destroyed Solaster.

Sargassans

(The Ghost Ship) The only Sargassan we meet is Idotee. Born in Sargassan, he was captured and imprisoned in an amusement park's 'Chamber of Horrors'. He escaped and joined an organisation whose members had a grudge against the surface world. He converted old sunken galleons into submarines and began sinking surface shipping. He was eventually captured by Troy Tempest.

The Guardians

(Ghost of The Sea) The Guardians are so named because they guard a hot underwater spring near New Mexico which they regard to be sacred. In 2060 drilling began in the area for Cobalt 15. Fearing the destruction of the spring one of the Guardians – Castellán – destroyed the rig only to be rammed by a sub manned by

Sam Shore (Shore was crippled in the incident). Being a member of a life-respecting and peaceful race, Castellán saved Shore. When drilling restarted some years later Castellán once again sought to protect the spring but lost in a battle against Stingray. Captain Tempest saved Castellán's life when he became ensnared in a giant clam. In gratitude, Castellán persuaded his people to negotiate with the Terraneans with a view to selling them the Cobalt 15.

Galvanoids

(Emergency Marneville) From the Island of Varl but originating from the city of Amber, this race built giant missiles and launched them at Marneville. Headed by Nucella and Chedora they were technically advanced and had perfected (amongst other things) a paralysing ray. When the Stingray crew investigated Varl they were captured but managed to sabotage the next missile. W.A.S.P. jets attacked the island and the Galvanoids surrendered.

Atlanteans

(The Invaders) Descendants of the people of Atlantis. After capturing a weather station and luring Stingray away, Ilium and Epayus gained entrance to Marneville by tunnelling in. Of course their plans came to naught.

Hermit Nomads

(The Disappearing Ships) Tired of travelling, these underwater aliens used abandoned vessels as homes, naming their city Parasitica. As the latest batch of ships were due to be destroyed, Troy Tempest and Phones saved one of the Nomads and proposed that in future all discarded ships would be given to them as homes.

Frigidians

(Pink Ice) We never actually see any Frigidians as they cannot leave their vessels in the open sea due to the water being too warm for them. In the past they have attempted to freeze the seas chemically and make the climate more

comfortable for them. Analysis of their path around the world would indicate that they inhabit the Antarctic region.

Hypnotons

(Invisible Enemy) Another race we don't actually see. They use hypnosis as a weapon to subdue their enemies. Their attempt to capture Marneville through controlling Thompson was thwarted thanks to Marina who proved immune to the ultrasonic hypnotic waves radiating from Thompson's watch due to her undersea physiology

Centralians

(Deep Heat) Another off-shoot from Atlantis, from the city of Centralis. The Centralians wanted no part of Ilium's plan to invade Marneville (The Invaders) and continued to live in Voldana – a giant underwater volcano. When they realised the volcano was about to erupt they attempted to hi-jack Stingray but their eventual downfall was due to the fact that, unlike most undersea races, they couldn't breathe in water. Klorata and Fragil were arrested and taken to Marneville.

Underwater Cavemen

(The Cool Cavemen) A race of animal-skinned underwater cavemen encountered in Troy Tempest's dream. Whether such a race exists is, as yet, pure speculation

Gruper and Noctus

(A Nut for Marneville and Trapped in the Depths) A pair of undersea bandits of uncertain origin. They developed an almost indestructible submarine and it was only due to Professor Burgoyne's improved Sting missiles that they failed in their plans. They later teamed up with Professor Alexander Cordo in an attempt (which naturally failed) to capture Stingray.

Kringus

(A Christmas to Remember) Kringus hid himself within his submarine in a plan to gain access to Marneville. Probably an agent of Titan, he failed due to the bravery of Troy Tempest whose method of boarding Kringus' vessel was, to say the least, unorthodox. He comes from the underwater city of Reill.

Prismans

(The Lighthouse Dwellers) Prisma City is situated near the Arago Rock Lighthouse. The light from the lighthouse caused banks of sea anemones to open, providing power for the city. When it was de-commissioned in 2065 the light was switched off leaving the city with just one week of life. Loriffe and Chroma turned the light back on and caused a plane crash. The lighthouse keeper, Frank Lincoln, was kidnapped and Stingray sent to investigate. Troy promised to help the Prismans and the light was switched off again. The Prismans thought Troy had broken his word and prepared for death. A few days later, however, a special undersea lamp was brought in to provide light and therefore power to the peaceful Prismans.

Underwater Cities and Installations

Titanica

After becoming leader of the Aquaphibians, Titan ordered them to swim to the ruins of his home city of Hydroma. Many perished in the long and arduous journey. On arrival at the site he commanded them to build a new city which he named after himself - Titanica.

There are only a few buildings on the sea bed – the majority being under it. Titanica is over 5,000 fathoms down and has everything a city needs. The various buildings are connected by travel tubes. There are defence and monitoring systems, power plants, a small prison, living accommodation, etc. There is also a vast Throne Room with a special recess housing the only creature Titan himself worships – the fish god Teufel. It is said that Teufel can sense whether any being is a friend or foe to the undersea people. If he continues to look at them for a whole marine minute they are spared. If he looks away, they are executed.

Pacifica

The shell city of Pacifica is ruled benevolently by Aphony (Marina's father) and an elected Inner Council. Since the attacks by Titan, the third city of Pacifica was built with an elaborate forcefield to replace a conventional defence system. Most of the population live beneath the seabed. Like Titanica, Pacifica is in the mid Pacific Ocean.

Aquatrax

Titanica's small prison is used for minor criminals, most offenders being transported to Aquatrax, Titan's main prison, situated some distance away from the city. Built from modified sunken ships, the complex can hold around 2000 prisoners. Totally efficient, it is only recently that a first successful escape has occurred. The ship's buildings are connected by travel tubes similar to the ones utilised in Titanica. Transport to and from Aquatrax is exclusively by Terror Fish, but later access was also gained by means of an artificial whirlpool.

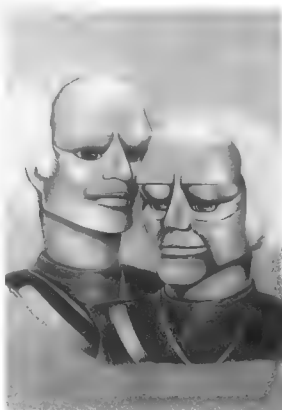
X-20's House

Although a surface structure, X-20's house merits inclusion in this section. The Isle of Lemoy is a small island situated on the main route in and out of Marneville. The house was built in the 1930's by a millionaire who, at best, can be described as 'eccentric'. After his death the house fell into disrepair for many years.

In the 2050's it appeared that the house had been occupied once again. X-20 and Titan's scientists extensively refurbished the house while leaving the exterior, ramshackle look intact. Now, at the touch of a button the living room becomes a high-tech communications centre linked mainly to Titan, but also receiving information on other radio wave-lengths. The power plant and life support systems are built into the bedrock of the island. From Lemoy X-20 can observe all activity around Marneville



Grouper



The Invaders



Korata

The World Security Patrol (W.S.P.)

The World Security Patrol was formed in 2045 in an attempt to bring together the various World Forces under a unified banner. It combined the following organisations:

- 1) The World Space Patrol
- 2) The World Navy (including the W.A.S.P.s)
- 3) The World Army
- 4) The World Air Force
- 5) The World Intelligence Network which, by this time, was the earth's division of the Universal Secret Service).

The Heads of each of the forces had a seat on the World Security Council. The W.S.P. had its headquarters in an imposing skyscraper in Washington D.C. In 2048, both Space City and Marneville were completed, and, in 2052, due to budgetary constraints, the World Army and World Air Force were merged

The World Security Council

The World Security Council is the policy-making body of the W.S.P. It is led by the World President with selected representatives from the World Senate, and, of course, the heads of the organisations involved. The organisation heads pass on the decisions and directives from the Council to their own men

The World Space Patrol

Based at Space City on an island off the Pacific Coast of South America, the World Space Patrol was formed out of the United Nations Space Patrol. General George Rossiter (born 2005) was promoted head of the World Space Patrol in 2052 as Commander Wilbur Zero became controller of Space City. From his seat on the Council Rossiter served with distinction until retiring in 2065. Zero was then promoted to Head of the World Space Patrol and took over Rossiter's seat on the Security Council.

The World Navy

Admiral Washington Beatty (b. 2012) was promoted Head Of the World Navy in 2059 (based in San Diego, U.S.A.) and set into motion the splitting up of the Navy and Submarine Service (W.A.S.P.). This eventually took place in 2062. In 2066 Beatty was accused of treason, resigned and was replaced by Admiral Cooper Bristol (b. 2023) whose deputy, Admiral Hoover, is a distant relative of the head of the U.S.A.'s old F.B.I., J. Edgar Hoover. In 2067, following the retirement of Pierre Martin (see W.A.S.P.) Admiral Bristol became Chairman of the Security Council.

The World Aquanaut Security Patrol (W.A.S.P.)

The first head of the W.A.S.P.s was General Pierre Martin (b. 2007) and after Admiral Beatty had set the wheels in motion it was Martin who worked out the details of the split from the World Navy. So successful was he at the intricacies of diplomacy he was nominated Chairman of the Security Council in 2065. As

his duties made it difficult for him to function as head of the W.A.S.P.s, Commander Shore was promoted to Head, based at Marineville. Pierre Martin retired in 2067 and Cooper Bristol became chairman.

The World Army/Air Force (W.A.A.F.)

Formerly separate forces, the World Army and Air Force were merged in 2052 to cut costs and General Victor James McCormack (b. 2016) was put in charge at Boscombe headquarters, also with a seat on the Council. He liaised closely with Pierre Martin and Washington Beatty during their time together on the Council. While away on Council business McCormack's deputy General Whitway provided excellent cover at Boscombe.

The World Intelligence Network (W.I.N.)

By 2065, W.I.N. was Earth's division of the Mars based Universal Secret Service and was represented on the World Security Council by the head of the U.S.S. - a person code named 'S'. This was Air Marshal Maxwell Zodiac (the father of Steve Zodiac) who retired from this position in 2066. The U.S.S. had garnered all the intelligence organisations of the World Space Empire under one banner W.I.N. C.I.C. is now Jim Colton and his deputy is Sam Looover Jnr.



Agent X-20.

... And the Future ...

In January 2065, the World Government elected to form Spectrum to relieve pressure on the Security Patrol, and the new organisation was inaugurated in 2067. Also in 2065 the Council advised the limitation of the use of oxygen pills due to health risks. By 2067, the World Police Corps had also been formed and it was deemed necessary to further combine ALL Earth's forces. Therefore, S.H.E.F. (Supreme Headquarters Earth Forces) came into being. General Ian Looover (b. 2015) (elder brother of W.I.N. deputy Sam Looover Jnr.) was appointed supreme Commander Earth Forces, responsible for: The World Security Patrol, The World Police Corps and Spectrum. The headquarters was established in New York City, U.S.A.

Chronology

1835	14th. December: Titan born
1958	1st. April: Artura (X-20) born.
2007	General Pierre Martin born.
2012	Admiral Washington Beatty born.
2015	27th. September: Samuel Arthur Shore born.
2034	15th. September: George Lee Sheridan born.
2038	4th. January: Troy Tempest born.
2042	1st. May, Atlanta Shore born.
2043	25th. January: John Horatio Fisher born.
2045	World Security Patrol formed.
2046	23th. May: Marina born.
2048	Marneville completed.
2058	Elaine Shore dies.
2060	a) Sam Shore crippled in action. b) Troy Tempest meets George Lee Sheridan
2062	a) The W.A.S.P.s officially split from World Navy. b) Pierre Martin appointed Head of World Security Council and W.A.S.P.s c) Sam Shore promoted to C-I-C of W.A.S.P. at Marneville d) Prototype submarine - later to become Stingray - put on sea trials with Captain Bradley Holden in command
2063	a) Marina is kidnapped and enslaved by Titan. b) Stingray Mk. III, having completed trials, is launched, still with Captain Holden in command
2064	a) Following serious injury to Captain Holden (which leads to his leaving the W.A.S.P.) Troy Tempest is promoted to Captain and takes over command of Stingray, requesting Sheridan as his Hydrophones operator. b) W.S.P. submarines exploring Pacific deep sea trenches are attacked and destroyed by Aquaphibians. c) First contact between Terraneans and undersea races. Marina is rescued from Titania by Tempest and Sheridan and unofficially joins Stingray crew. As a result of this Titan swears revenge on Tempest and begins to plan his long delayed attacks on the surface world.
2065	a) Troy Tempest announced 'Aquanaut of the Year'. b) Further Stingray class vessels are commissioned by the W.A.S.P.s and sanctioned by the World Government. c) Sam Shore is promoted to head of W.A.S.P. with a seat on the World Security Council in place of Pierre Martin.
2067	Pierre Martin retires as Chairman of World Security Council.

It would be unforgivable if I failed to mention some of the people who helped and advised in the research for the Stingray encyclopedia. So, thanks to Lynn and Keith for information and encouragement; and to someone else (he knows who he is) for extra information. To Mike for having faith and the odd word when I was for giving up. To the makers of the midnight oil I seem to have burned a lot of and, of course, to Gerry Anderson who took a timid bespectacled boy and transported him into a world of imagination this adult sometimes revisits... Thank you all! Martin Hutchinson. June 1993.



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A special report by Teruo Yamada.

Activity had been fairly quiet on the Anderson scene since 1985, but by 1990, books, records and kits had begun to appear with more frequency. A range of stationery items was expanded in 1991 and this, together with the arrival of new British imported merchandise, made us feel that Thunderbirds were once again go.

As interest in the worlds of Gerry Anderson increased, I was asked in early summer 1992 for a new large-size model to display at the proposed Tokyo exhibition. Several famous and very talented modellers were also asked to loan their scratch built masterpieces to the show, and eventually most of the models featured in the Japanese 'it's Thunderbirds Modelling Manual' book found their way to the exhibition. I chose to build a giant Cloudbase model for the event, taking a month to construct it from Styrene board and transparent vinyl tube. I was lucky when it came to source material that the Japanese 'Thunderbirds Machine Library' Book had just been published, including Cloudbase blueprints as part of its contents. I enlarged these before beginning work on the model. I used light foam materials in the four engines, took great care in putting together the bridge section (everyone says its most impressive) and sprayed the whole model light grey before detailing it with stripes of yellow, orange and white cut from insulating tapes. The three angels on the flight deck are from Imai's plastic Cloudbase kit. I also loaned the exhibition my Shado Moonbase diorama, 22" Eagle from Space: 1999, and a 4ft. Ultra-Probe model.

Before the event opened we painstakingly carried the models to the Amusement Park then worked through the night setting up the displays. Visitors were guided through the exhibition by a pre-recorded narration featuring the Japanese character voices of stars from the shows. Video displays, set up by ourselves, also demonstrated miniature filming techniques.

THUNDERBIRDS

The World of Gerry Anderson
at the Tokyo Korakuen Amusement Park 18th. August - 15th. September, 1992.

Most visitors were in the 20 to 40 age group, and a modest fee of 400 yen was charged for entry. A full-colour 22-page A4 size souvenir brochure was also on sale, featuring shots from the shows plus behind-the-scenes secrets and examples of merchandise. Next to the exit was a magnificent display of old merchandise, together with superb kit-box artwork by S. Komatsuzaki. Valuable publicity brochures, games, cards, annuals and storybooks were also kindly loaned by Nick Williams. Visitors could pause to catch their breath at the cafeteria, before returning to the fray to snap up plastic kits, stationery, CDs, and other tempting goodies. Also, in the Big City Park, they could experience a 5-minute showing of clips in the 'Mega Sonic Theatre', and, nearby, next to an impressive Tracy Island Diorama, cold beers could be quaffed outside in the sunshine.

Early in August we invited Top Japanese Anderson Mechanic Artist S. Komatsuzaki to the exhibition where we held a small modellers' convention. He signed autographs for almost 300 visitors that day and I asked him to sign my Thunderbird 2 and Mobile models. These autographs meant a great deal to me as he was my childhood hero when I was growing up in 1965-1972, and was an inspiration to many enthusiastic Anderson modellers here on the far side of the earth!

Our 1992 exhibition proved to be a most memorable event, sparking off frenzied activity in the sales of merchandise - especially in laser discs where, in addition to discs already available and featuring all Scarlet, UFO and Thunderbirds episodes together with a part-offering from the Stingray series, long-awaited discs featuring the first year of Space: 1999 have just been produced.



Entrance to the exhibition.



Top: The Japanese World of Gerry Anderson Thunderbirds Exhibition. **Lower left:** 1965-1972 Children's toys. **Lower right:** Scratch built Thunderbirds Recovery Vehicles. **Bottom left:** Cloudbase. **Bottom right:** TB1 and TB3 dioramas available as soft vinyl kits.



CENTURY 21



Thanks are due to former S.I.G. editors Brendan J. Sheenan and David Nightingale (whatever became of him) and Anderson's own Ralph Titterton, who laid much of the ground work for this article in their Terrahawks coverage between 1983 and 1985. Certain items of merchandise were announced but never produced, for example, Philips Video bought the rights to the video game played by Tiger Ninestein, but the games format it was intended for was abandoned before production of the game began. For that reason certain items which were documented at the time do not appear as I haven't actually seen them. A list of these appears at the end of this article.

ACTION FIGURES

Bandai – Each figure is approximately 10cm tall, the Terrahawks characters being equipped with wrist guns. The Zeroids with perches. The set comprises: Doctor Ninestein, Lieutenant Hiro, Captain Mary Falconer, Lieutenant Hawkeye (with laser rifle), Captain Kate Kestrel, Zelda (with cane), Sergeant Major Zero, Space Sergeant 101. Action Zeroid – Part of the Bandai "deluxe series", the Action Zeroid measures 130cm on its perch. The perch acts as the key for the motor in the Zeroid which makes it wobble about the floor in a very un-zeroidian manner! The instruction sheet also includes a biography and specification sheet for Sergeant Major Zero and a small Terrahawks 'T' symbol badge.

BAGS

Frankel and Roth: A range of bags were produced including a children's rucksack containing the series logo and a photograph of Battlehawk, a PVC sports bag and a tote bag.

BLUEPRINTS

Engle Marketing: Terrahawks Official Blueprints by Phil Rae – six 20x15 inch blueprints of the main Terrahawks craft by the designer of Spacehawk. Pack also contains specifications of the craft and pre-production sketches.

BOOKS

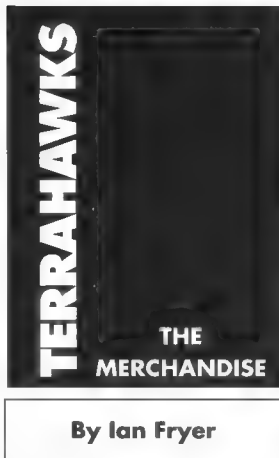
Purnell Publishers Limited (1984): Terrahawks Playmates – short paperbacks with colour pictures for younger children. *From Here to Infinity, Happy Madeday, Space Samurai, Thunder Roar.*

Terrahawks Rainy Day Activity Book

Terrahawks Storybook – hardback, annual-style publication featuring text and pictures telling the stories: *Expect the Unexpected, The Midas Touch, Gunfight at Oaky's Corral, Mind Monster and To Catch a Tiger.*

Square Storybooks – very similar to the Playmates, but published in a larger format. *Close Call, The Gun, The Sporilla, The Ugliest Monster of All.*

The four Playmates titles were also available from Rainbow Communications



with accompanying story cassettes featuring the original voice artists. None of the Purnell titles feature writer or artist credits.

Sparrow Books – Terrahawks novelisation by Jack Curtis Novelisation of the episodes: *Expect the Unexpected (1 and 2) and Happy Madeday.*

World Distributors:
Terrahawks Annual (1983)
Terrahawks Annual (1984)

COMIC STRIP

Look In featured a two-page, full colour comic strip weekly from 3rd December 1983 until 14th April 1984. It was drawn by Jim Baikie until the issue dated 17th March 1984, when Steve Kyte took over for the last five strips.

GAME

Action GT announced an action game, which I have never seen. Details are welcomed if anyone has seen/owns this item.

JIGSAW PUZZLES

Milton Bradley: Four puzzles were produced, two featuring artwork and two of photographic design.

MODELS

Bandai: A series of four small models was released, of a scale slightly bigger than that employed by Matchbox, each containing a built in motor. Hudson – in blue, with pull back and go built in motor. Hawkwing – pull back and go motor, Battletank – wind up motor, zigzag action. Battlehawk – wind up motor, zigzag action. Apart from Hudson, the models all have a stocky, foreshortened appearance.

A similarly sized series was also released without built in motors. This range featured Spacehawk, Hawkwing, Treehawk, Battletank, Battlehawk and Terrahawk.

"Deluxe toys" – Bandai also released an excellent, larger scale series of models which were a very close likeness to the T.V. originals. Each came with the ubiquitous



Above: Waldorf Terrahawks writing kit and Action GT Terrapen.

Next Page: Bandai Action Die-Cast and Plastic models and the 'Deluxe Range'.



ACTION DIE-CAST & PLASTIC

High quality die-cast and plastic construction. Multi-action figures. Detailed heads.



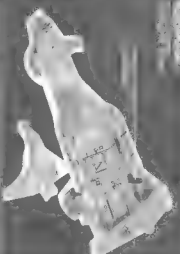
Speckhawk
From Star Wars: The Force Awakens



Blackwing
From Star Wars: The Force Awakens



Balthazar
From Star Wars: The Force Awakens



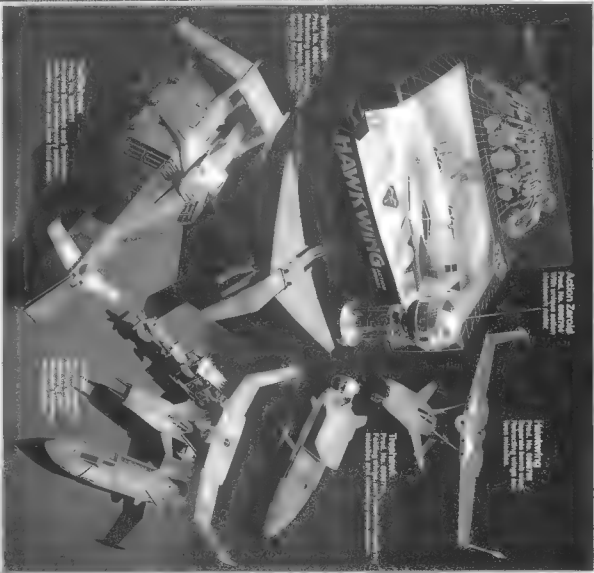
DELUXE RANGE

Rich in quality die-cast and plastic construction. Multi-action figures. Detailed heads.

Action Zvezda
From Star Wars: The Force Awakens

Blackwing
From Star Wars: The Force Awakens

Blackwing
From Star Wars: The Force Awakens



Star Wars is a Registered Trade Mark of Anderson Star Figures Limited.
© 2015 Anderson Star Figures Limited.

ACTION FIGURES

- Highly detailed mode Terra Hawk figures
- Moveable arms, legs and head
- Separate action belt and wrist gun
- Figure height approximately 80-110 mm

ACTION FIGURES



Terrahawks is a Registered Trade Mark of Anderson Burr Pictures Limited
© 1983 Anderson Burr Pictures Limited

BANDAI

MINI-NEXUS ACTION MOTORS

- Exciting ZIG-ZAG action and go
- SUPER FAST pull back
- Robust construction

MINI-WIND UPS



Terrahawks is a Registered Trade Mark of Anderson Burr Pictures Limited
© 1983 Anderson Burr Pictures Limited
Pulse-Rayor is a Registered Trade Mark used under licence by Bandai



Above: Purnell's collection of Terrahawks Books.

Previous Page: Bandai Action Figures and Mini-Wind Ups.

T' logo badge and a full specification sheet. The set comprises Battlehawk – with Terrahawk and Battletank, Terrahawk, Hawkwing and Treehawk.

A Gift Set was also produced containing smaller scale models of Treehawk, Spacehawk and Hawkwing.

A deluxe Spacehawk model was announced, but I have been unable to confirm that it went into production.

POSTERS

Scandecor: Large poster featuring the Terrahawks logo, Kate, Tiger, Zeld, Zero, 101 and 13, Spacehawk, Battlehawk and Battletank, complete with 'T' logo, all on a plain blue background.

RECORDS

Anderburt Records: Theme from Terrahawks 7", 12" (with free poster) and cassette. S.O.S./It's So Easy 7" and cassette.

STATIONERY

Action GT: Terrapen – Not a distant relative of the turtle, this novelty pen with pull back and go motor looked not a bit like any of the Terrahawks craft, but was a clever idea anyway.

Waldorf Distinctive Stationery: Writing and school equipment was produced including the **Terrahawks Writing Kit**, which contained three pencils, sharpener and eraser, all bearing the Terrahawks logo. Also produced were jotters, exercise books, a pencil case, a ring binder and a party invitation pad.

3-D VIEW REELS

View-Master: Terrahawks View-Master 3-D – unusually for View-Master this does not feature any particular story, just a set of 21 shots of characters and craft.

VIDEO TAPES

Precision Video: These tapes feature four episodes each, seamlessly (honest!) edited into feature format. Twenty four episodes in all were released, namely the entire first production block with the exceptions of *A Christmas Miracle* and *Ma's Monsters*. These tapes also represented the first opportunity U.K. audiences had to see *Space Samurai*, *The Sporilla* and *Gold*. After the demise of Precision Video, Channel 5 re-released the entire set.

Terrahawks – featuring: *Expect the Unexpected*, *Thunder Roar*, *Close Call*.

Terrahawks 2: The Menace From Mars – featuring: *Space Samurai*, *The Sporilla*, *From Here to Infinity*, *Happy Madeday*.

Terrahawks 3: Terror From Mars – featuring: *Thunder Path*, *The Ugliest Monster of All*, *Gunfight at Oaky's Corral*, *The Gun*.

Terrahawks 4: Hostages of Mars – featuring: *To Catch a Tiger*, *Mind Monster*, *Operation SAS*, *Ten Top Pop*.

Terrahawks 5: Flaming Thunderbolts – featuring: *My Kingdom for Zeaf*, *'Play it Again, Sram'*, *The Midas Touch*, *Midnight Blue*.

Terrahawks 6: Zero Strikes Back – featuring: *Gold*, *Unseen Menace*, *Zero's Finest Hour*, *The Ultimate Menace*.

OTHER

Wembley Playcraft: this manufacturer of footballs you bought at the age of twelve, which burst when next door's dog bit them, released not only a **Terrahawks football** but also a space hopper and a kite.

HAVE YOU SEEN THIS MERCHANDISE?

The following items were announced, but have yet to be positively identified at time of writing. If you have seen any of these items, or any other item not mentioned in this listing, report them at once to your nearest Century 21 editor. Do not approach these products without your wallet.

Silver foil balloons – by *Emmastar*.

Stickers (PVC, paper and prismatic) – by *Fun Products*.

Iron-on transfers – by *Imagine Transfers*.

Action Game – by *Action GT*.

Deluxe Spacehawk – by *Bandai*.

Toy slide projector – by *House Martin*.

Rubber Balloons – by *Kiwi Products*.

Pop-up books – by *Purnell*.

Ceramic mugs – by *Staffordshire Potteries*.

Target game and Zeroid gun - by *Zodiac toys*.



The Official Terrahawks Blueprints.

CENTURY 21

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<input type="checkbox"/>	ISSUE 8 Includes THUNDERBIRDS fact file and special effects photographs; Martin Bower's models; live-action locations tracked down; Christine Glanville interviewed; Gerry Anderson; SPACE: 1999 year 2; Superswift blueprint, etc.
<input type="checkbox"/>	ISSUE 9 Includes SPACE: 1999 merchandise guide; Peter Holmes sets for Thunderbirds, etc.; Martin Bower builds new THUNDERBIRDS for the comic; Christine Glanville part 2; Gerry Anderson; Christopher Penfold part 1, Moon Buggy blueprint, etc.
<input type="checkbox"/>	ISSUE 10 Includes Derek Maddings - New major interview begins; Supercar Biographies; Martin Bower Stingray Models; G-Force Artwork; Christopher Penfold Part 2, 1999 Merchandise - Frank Bellamy - the Masterworks; Christine Glanville etc.
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<input type="checkbox"/>	ISSUE 12 Includes Fireball XLS - the all series encyclopedia - Part 2; Tiny Togs - Zena Ralph's Wardrobe Wizardry; Alan Paillo; Unseen Terrahawks Artwork; Part 1 of the Anderson Chronology; Part 3 of the Maddings Interview; Bob Bell Artwork etc.
<input type="checkbox"/>	ISSUE 13 We cause a splash - Stingray encyclopedia begins: Building the future - Thunderbirds and Stingray modelling. Deep Joy - Secret Service biographies. Essential 21st Century Reading - a guide to Anderson books.

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See you in the 21st. century - November 30th., 2093!

Here is a listing and brief description of those vehicles that I have noticed in Supermarionation productions that were built using commercial model kits. Hopefully, you will never look at these vehicles the same way again.

As many of you may know, Gerry Anderson's special effects people used commercial plastic model kits and kit parts extensively as a cost cutting measure when producing miniature vehicles. In fact, vehicles made almost entirely from converted kits were common up through Thunderbirds with kit parts showing up in later "more sophisticated" productions like UFO.

This listing is by no means all-inclusive and I would welcome additions from the APA membership. Although I know that model car kits were used extensively, particularly in Thunderbirds, I have not been able to identify any particular makes.

As an active model builder, I would greatly appreciate any help that the membership could provide me in getting a better look at those vehicles that are followed by an asterisk (*). Perhaps you can provide a sketch or photo using your razor-sharp video or obscure issue of TV21?

Fireball XLS

The three alien space vehicles seen in the episode "Invasion Earth" appear to use the wings and fuselages from F-102 "Delta Dart" model kits. The F-102s were modified through the addition of a large disc to the nose and long tripod landing gear. Although my video image is indistinct, it appears that the F-102 vertical stabilizer was not used and some sort of cylindrical appendages were placed on the wings. These cylinders could possibly have been made from aircraft drop tanks or B-58 "Hustler" engine pods.*

Additionally, surface to air missiles based at Space City and seen near the end of "Invasion Earth" appear to have been constructed using "Bomarc" surface to surface missile kits. These missile kits may have been slightly modified but my video copy of this episode is only clear enough to give me a basic outline.

The aircraft knocked out of the sky by a flaming ball of gas during the episode "Firefighters" appears to have been made from a B-58 "Hustler" model kit. My "Firefighters" video is in poor condition (no offence Allison!) so I am not 100% certain. I believe that HAWK produced a bogus "Nuclear Powered Bomber" model kit during the 1958 - 1961 time-frame and if this aircraft is not a B-58 it could very well have been made from this kit.*

Stingray

The World Security Patrol submarine seen in "Stingray is Launched" and in "A Nut for

Commercial Kits in Supermarionation

By Marc J. Frattasio

Marineville" was probably made from a "U.S.S. Nautilus" nuclear submarine kit. This model appears to have been built "stock" but from certain angles the bow hydroplanes look as if they might have been slightly modified.

Surface agent X20's personal submarine from "The Master Plan", "Plant of Doom", and possibly other episodes was actually a Bell X-5 variable geometry research aircraft fuselage with new fins attached to it.

The large search/bomber/transport aircraft seen in "Stingray is Launched", "Emergency Marineville", and other episodes, were actually modified B-58 "Hustler" kits. These aircraft have canards that may have been made from F-104 "Starfighter" horizontal stabilizers and three tail model engines. I suspect that some or all of these aircraft may have been made using Revell kits since I believe that I can see small triangular fins on the forward portion of the ventral weapon pods. To the best of my knowledge, this type of weapon pod was only furnished with the Revell B-58 kit.

The fighter aircraft seen escorting Commander Shore's transport jet (modified B-58 above) in "Pink Ice" were actually modified F-5 "Freedom Fighter" kits. These aircraft have their horizontal stabilizers moved up in front of their jet intakes and their wings moved back to the rear. Twin bombs were placed midway along the lower side of the fuselage between the canards and wings. Also, the intake parts were placed under the fuselage. At least one of these aircraft was reused in Thunderbirds and was seen being launched

from a World Navy aircraft carrier in the episode "Imposters".

Commander Shore's helicopter seen in the episode "Pink Ice" was a slightly modified HAWK Kaman "Huskie" kit. The model was given a simple extended tail and used only one rotor and rotor support pylon.

In "Star of the East", El Hudat destroyed two radio controlled target aircraft during the WASP trials of his "WADI" gunboat. These aircraft appear to have been unmodified Blackburn "Buccaneer" fighters.*

Take a close look at the WASP "robot" search aircraft destroyed by El Hudat in "Star of the East". This is clearly a modified B-58 "Hustler" kit. I have not had a clear view of this aircraft but from what I have seen I believe that this model is different than the search/bomber/transport aircraft described above. However, there is an interesting and confusing discrepancy with the TV footage of this aircraft. If you do a video freeze-frame on the "robot" search aircraft prior to its detonation, you will notice that the model appears to have an engine pod mounted midway along the top of its fuselage. The aircraft which explodes, however, appears to be a standard search/bomber/transport model! I suspect that someone at the studio noticed that they had many search bomber/transport models around and only one "robot" search aircraft and for some reason decided to spare this one-of-a-kind model.*

Gaddus' submarine seen in the episode "Hostages of the Deep" appears to have utilized some kind of sailing ship model's hull (like an old Spanish galleon), B-58 "Hustler" engine pods, and other unidentifiable bits and pieces.*

The WASP underwater interceptors seen in "Stingray is Launched" and other episodes appear to be unmodified Airfix Bloodhound" surface to air missile kits.

The concealed WASP hydromic missile launchers that rise up in front of Marineville tower used Monogram "Redstone" rocket launch platforms and gentries in their construction.

The Marineville Power Plant appears to have been constructed using Kibri oil refinery and water tank kits made for HO scale model trains.

Thunderbirds

The small jet fighter seen landing on top of a large carrier aircraft during the airshow in "The Duchess Assignment" appears to have been constructed using an F-104 "Starfighter" fuselage. I suspect, but am not certain, that the wings came from a F-101 "Voodoo" kit. I have no idea where this model's vertical and horizontal stabilizers came from.



16 inches long - made with plastic and nose is wood.

Opposite top: Approaching Eurosec Base!

Opposite bottom: Tires taken from radio-controlled aircraft,



The enemy attack aircraft seen at the very beginning of "Edge of Impact" was made using an F-104 "Starfighter" fuselage, what appears to have been the vertical stabilizer from a F-105 "Thunderchief", and wings and other stabilizers that come from unrecognised sources. Additionally, it appears as if the markings on this aircraft's vertical stabilizer came from a U. S. Airforce "Thunderbirds" F-105 kit. These decals were also used on the twin vertical stabilizers of the large "S.A.F." transport aircraft seen in "Trapped in the Sky" and "The Mighty Atom". *

The three enemy jet fighters seen in the "Cham Cham" were made using F-104 "Starfighter" fuselages and SAAB "Drakken" vertical stabilizers. Anedral outer wing panels, drop tanks, and horizontal stabilizers were added using unidentified sources of material. *

If you look closely as the U.S.A.F. R.T.L.-2 rocket transporter aircraft emerges from its hangar in the "Cham - Cham", you will notice a small red aircraft near the hangar door. This aircraft was made from a SAAB "Drakken" kit modified with cylindrical appendages on the wings and possibly a "V" tail. *

The two blue and white World Navy jets seen being elevated and launched from an aircraft carrier in "Impostors" were made using F-104 fuselages. Wings, stabilizers, and ventral engine pods came from unidentified sources. One of these jets can be seen performing a low altitude roll during an air show in "The Duchess Assignment".

Two crudely finished aircraft with dark blue or black fuselages and white tails can be seen being elevated and launched from an aircraft carrier in "Impostors" right after the World Navy jets described above. I do not know for certain what these models were made from but I suspect that they may have been modified X-15 kits. Help! *

There is a very quick sequence of a single aircraft

being catapulted off the deck of a World Navy aircraft carrier in the episode "Impostors". This aircraft is seen just prior to the launching of a former WASP interceptor. This aircraft rushes by the camera in a blur and I have no idea what this aircraft was made from but would love to find out more about it. My suspicions are a modified Blackburn "Buccaneer" or recycled "Red Arrow". *

The three yellow air sea rescue jets seen in "Operation Crashdive", "Impostors" and possibly other episodes appear to have been reworked from the World Navy jets described above. The only visible difference, except for paint scheme, is that the air sea rescue aircraft have a small triangular extension on the forward portion of their vertical stabilizers. The postulation that these models are reworks is supported by the observation that the workmanship on these extensions does not match that of the rest of the model. Viewing video footage of these aircraft in freeze-frame will reveal what appears to be unfinished glue or filler putty seams along the fuselage contact surfaces of these extensions.

The monorail line inspection helijets seen in "Brink of Disaster" were made using modified HAWK Kaman "Huskie" helicopter kits.

The helijet seen in "End of the Road", "City of Fire", "Pit of Peril" and possibly other episodes was made using two Kaman "Huskie" kits attached back-to-back and wings and engine pods from B-58 "Hustler" kits.

The twin-rotor Army helicopter seen throughout "Pit of Peril" appears to have used a Boeing "Sea Knight" fuselage with a new extended cockpit and lots of unidentifiable bits attached to it. *

The yellow rescue helicopter seen at the very end of "Pit of Peril" was made using a Sikorski 5-76 modified with two B-58 engine pods mounted in place of the tail rotor and long skids in place

of wheels. The 5-76 is the civilian version of the more common military "Seaking" helicopter.

The four Glenn Field air sea rescue jets seen in "Thunderbirds Are Go" were made using F-102 fuselages, F-105 wings, winglets from F-105 horizontal stabilizers, and other additions from unidentified sources.

The Red Arrow jet seen in "Edge of Impact" was made from a SAAB "Drakken" aircraft kit modified through the application of B-58 "Hustler" engine pods to the wings and vertical stabilizer.

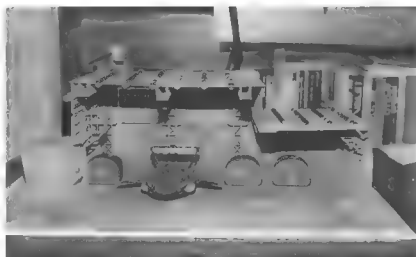
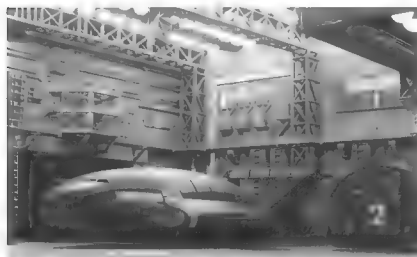
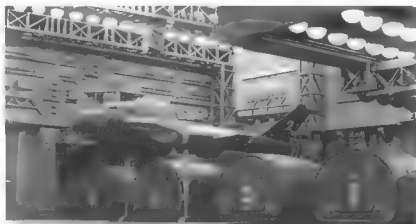
The three Zombite fighters seen in "The Uninvited" were made using F-104 fuselages and B-58 engine pods. I suspect that the ring tail, of unknown origin, utilized F-104 horizontal stabilizers for "+" supports.

The World TV helijet seen in "Impostors", "30 Minutes After Noon" and possibly other episodes appears to have been made using the fuselage from a Boeing "Chinook" helicopter kit. The model's forward stabilizer fins are HAWK Kaman "Huskie" stabilizers and the rear fins are F-104 horizontal stabilizers. I am not 100% certain about the "Chinook" fuselage. There is something not quite right about the shape. It could possibly have been an obscure model kit of an early "Chinook" prototype or other linear derivative. This helijet model was reworked and used as a World Navy aircraft in Captain Scarlet and Joe 90.

Captain Scarlet

The yellow medivac helicopter seen landing on Cloudbase in "Place of the Angels" appears to have been made using a Kaman "Huskie" fuselage, landing pontoons made from B-58 weapon pods, and a tail boom and fins of unknown origin. I have reason to suspect that the tail boom may have been made from the forward portion of a McDonnell-Douglas F-4 "Phantom" kit.

Keith McNeill continues on page 37



THUNDERBIRD 2 CONTAINER DOCK SET

Keith McNeill

Japanese model company Imai are noted for their large selection of kits based on Gerry Anderson's various series. Admittedly most are in the toy range and are usually equipped with wheels and missiles which fire from odd places. However in general, the basic contours of the kits, although not always 100% accurate, are quite acceptable.

Now, however, Imai has produced a highly accurate 1/350 scale model of Thunderbird 2. The kit is available in two versions — the TB-2 Special and the High Grade Version of the same kit with white metal and etched brass parts. Imai has also recently released a diorama of Thunderbird 2's hanger incorporating the TB2 Special kit. Billed as the Container Dock Set, the kit not only includes Thunderbird 2 and three pods, but two sides of the hanger, which forms an L-shape, a base made of Kapa Board (foam sandwich card) and various girder work.

If constructed as per the instructions the kit would build up into a very nice diorama. However, I decided to build the entire hanger for photographic purposes. For that I needed two kits. Actually, apart from Thunderbird 2 itself, virtually every single part of both kits can be used to achieve the desired result. So, although a rather expensive option, at least nothing is wasted.

Thunderbird 2

First I tackled Thunderbird 2. One of the few alterations necessary was the removal of the rather large magnetic clamps from the front of the six pods. The top and bottom of the pods meet with a very obvious join line. I found that in such a tight area filling and subsequent sanding was almost impossible. I therefore cut from 10 thou plastic card an insert which would fit over the front of the pod and still allow the front bulkhead to be recessed. The doors of the pods were fashioned from 20 thou plastic card and were 26mm x 20mm. The corners were then rounded off. I opted not to have working doors and therefore the doors were glued in the closed position. Please note that the doors are not flush with the pod bulkhead. The magnetic clamps were made from 10 thou plastic card. First a 3mm square was cut and then a 2mm square positioned in the centre. These would be added to the pods after painting.

The only alteration required for TB2 herself was to drill out the observation windows on the underside of the nose. Pieces of clear plastic were inserted into both these and the cockpit windows.

Thunderbird's colour is notoriously difficult to pin down. I mixed Humbrol green 101, 76, 120 and yellow 24 until I arrived at a shade I was happy with. A somewhat unscientific procedure! I omitted the self adhesive line markings supplied and used Super Scale solid colour decals for the yellow stripes around the cabin area and rear of the engines and black, also for the engines (I did not use the wrap around self adhesive paper

which was meant to cover the entire engine). The remaining decals were applied and finally a coat of satin varnish was sprayed on. This completed Thunderbird 2 and the pods.

Launch Bay

As mentioned previously this kit(s) was built with the express intention of photographing it. Therefore I needed the bay to be slightly deeper than the basic kit and obviously much longer.

First I glued together the two walls of one kit as per the instructions. I then cut a 55mm section from one of the remaining walls and glued it in position on the left hand wall next to where the pods appear. A 160mm section was used to extend the rear of the bay and a further 150mm section was glued 90 degrees to this to represent the right hand wall. According to photographs this extra section of the bay is lower in height than the main bay. This was achieved by constructing a box type section from plastic card. The roof of this section is 65mm lower than the main bay. The whole assembly was now mounted on a large sheet of Kapa Board.

The entrance to the bay from which the pods arrive on a conveyor belt is left open in the kit. Therefore I used 40 thou plastic card to fashion walls and a roof.

The pipes on the left hand wall were too far apart. I covered the top ones with plastic card and then cut out the correct length of pipe from the second kit. This was installed 6mm above the remaining piping.

The observation gallery overlooking the bay is situated over the opening for the pods. Although the correct shape, the three kit pieces making up the two decks are too thick and need to be sanded down.

Ringing the bay is a series of walkways. These are cast in solid plastic with an impression of handrails. The handrails were removed and replaced with ships' 1/350 brass etched ones.

Only enough girders are supplied in the kit for the rear walls. As I intended putting on a roof I therefore needed more as girders run the length of the roof. This is where the parts of the second kit are very useful. They are not quite long enough in themselves to reach the front of the hanger. Luckily the kit also contains similar girder work meant for the floor of the bay. As these seem to be an extra added by Imai and were never seen on the TV series, they can be added to the main girders, thereby extending their length. The roof girders are a continuation of those at the rear of the bay. However these should not be glued in position at the moment. As these raise the height of the roof, an additional 15mm needs to be added to walls. This can be accomplished with plastic card, although I used old solar panels from a Revell Space Station kit which were the correct size and had some nice panelling engraved on them.

The whole bay was painted a mid gray colour and suitably dirtied down, as was the base. Various points were highlighted and picked out in white as per photographs from the series. The few decals necessary were added such as the large "Thunderbird 2" at the rear.

The overhead girders were then glued in position. In the middle girder provision has to be made for the chute which extends to TB2 to

allow the pilot to enter. This was constructed from two pieces of square piping.

Similar girder work runs from the back of the bay and is attached to the lowered portion of the roof. This stops at about the halfway point and continues left to right under the lower roof. For the parts for this I purchased a couple of railway girder bridges.

The Lighting

Finally to the roof of the launch bay. I realised from the beginning that if I was to undertake this project I had to devise a means of providing suitable lighting not only for the photos, but also to correspond with that seen on the TV screen.

After careful scrutiny of photographs from the series, I discovered a solution which may well have been adopted by Derek Meddings for the series. Instead of having individual bulbs (there are about 140), clear spheres are used and then just one light source with a suitable diffuser between it and the spheres, is employed. The result is that all of the small "bulbs" glow. In fact for the accompanying photographs no other light source was required. Admittedly a long exposure of 16 seconds was needed.

Clear acrylic spheres 0.95mm in diameter were purchased from E.M.A. Plastrac. A sheet of 40 thou plastic card had similar size holes drilled at 6mm intervals in six lines. In order to avoid the overhead girder work the lines were respectively from left to right: 35mm, 72mm, 110mm, 144mm, 180mm and 220mm (these figures are to the centre c.f. the holes). A similar configuration was followed for the lowered portion of the bay. Each line has fifteen lights.

Thunderbird 2's launch bay is now complete. During the construction of this model I discovered two things:

- 1) due to the position of the legs of TB2, the pods CANNOT slide under on the conveyor belt;
- 2) TB2's wingspan prohibits it from settling down on the selected pod with a pod either side. On discovering this fact I viewed a few videos and in fact in this part of the launch sequence the pods on either side have mysteriously disappeared!

This is certainly a most welcome and unusual kit. Perhaps if this sells well, we may see Thunderbird 1 and 3 launch bays!

The Photographs

Metallic baking foil was wrapped around the top of the model to prevent stray light from entering the camera. White paper was placed on top of the clear spheres to act as a diffuser and a 500W Photoflood bulb used as a light source. This was placed about 9 inches above the top of the model. Due to the diffuse lighting an exposure of 16 seconds was required at f22 using ASA 200 film.

**Look out for future
modelling features - in
Century 21**

CENTURY 21

Keith Ansell's Neutroni Transmissions

Intent on taking over the world in the name of the undersea peoples a hostile race of intelligent lobsters known as the Crustavans planned to begin their attack on Mankind by destroying all of its major cities, hoping the ensuing chaos would give them an easy victory. The combined efforts of the WASPs and the World Army in the form of Stingray and the latest Junglecat class Sidewinder were needed to put paid to the Crustavans evil scheme – but not before Paris had been destroyed by one of their missiles.

All of this was reported in the children's newspaper TV Century 21 (issue nos. 8 to 14) dated 2065. Later in the same year Lady Penelope Creighton Ward (now a member of TV 21's editorial team) was sent to the ruins of once 'gay Paris' to write an article on the rebuilding work being carried out there – only to come up against her arch enemy Mr. Steelman again (see issues 20 to 34). Lady Penelope is portrayed as still being in her mid twenties and yet she would be almost 65 years old by now – not to mention Parker who doesn't look a day over 52. "Is all this TV21 fiction again?" one might ask oneself.

Well, the story confirms that Lady Penelope did join TV Century 21's editorial staff as suggested in Rhapsody Angel's profile, so maybe the only fiction involved is portraying her as 25 and not 65. This could be for security reasons as well as vanity i.e. after spending a career as Britain's top Secret agent – first freelance, next for International Rescue and finally forming the Federal Agents Bureau, I'm sure a lot of villains would love to take their revenge on 'Er Ladyship' if they could track her down.

In any case, with constant improvements in medicine and diet it is not entirely impossible that people may live longer and retain their youthfulness by the middle of the 21st. century (unless they are oxygen pill users, of course). Lady Penelope also played a vital role in the Astran Crisis of 2065 by catching the Kaplan's assassin Count Lugosi for Colonel Steve Zodiac, which helped avoid an interstellar war – proving how active she still was.

Now Parker is another matter. He was born in 1974, so by 2065 would be 89 years old!!! Could this still 'youthful' looking Parker be a clone? How about 'Son Of Parker'? ... What do you think?

(The first two stories mentioned have already been reprinted in 'Stingray The Comic' – issues 1 to 4 and Thunderbirds The Comic – issues 42 to 56. The Astran Crisis should appear soon in the pages of Fireball XL5 in Thunderbirds The Comic and not only features cross-overs with Lady P., but also the Stingray strip – great stuff!)

High voltage electricity is known to be deadly to otherwise indestructible Mysteron agents and yet Captain Scarlet (a 'reclaimed' Mysteron reconstruction) is seen to survive several exposures to it. Why? In Chris Drake and Graeme Bassett's excellent Captain Scarlet and the Mysterons book published this year by Bantam we are

told that electricity breaks the Mysterons' controlling link with their agents – the link that can cause Scarlet to feel nausea when he is near a mysteronised person/object (though not every time). Once the link is broken a Mysteron reconstruction becomes dormant and cannot activate its powers of retrometabolism i.e. it dies.

In Scarlet's case that link was broken when he fell 800 feet from the top of the London Car Vu (in the series' first episode) and his original personality was then somehow able to gain control of his new Mysteronised body and activate its regenerative properties. Therefore, electricity is not so harmful to Scarlet, although he is naturally wary of it ... What do you think?

Chris Drake and Graeme Bassett suggest that the Mysterons inadvertently reproduced Scarlet's own personality due to the Spectrum Captain's determination to survive as the flames consumed his original body in the car crash they had engineered to assassinate World President Younger (pilot episode). I think this idea helps paint Captain Scarlet as the 'strong-willed hero' – but is it correct?

'... son of Parker?' ... What do you think?

I believe every Mysteron agent is created with its original persona intact but suppressed by the control link. Occasionally the original's personality breaks through (as seen in a number of TV episodes). This may be caused by stress increasing the electrical activity in the agents brain and momentarily weakening the Mysterons control ... What do you think?

I believe the Mysterons remove the power of retrometabolism from their agents when they have served the purpose they were created for (or have been defeated). I now accept this is accomplished by the Mysterons themselves cutting the control link. They did not cut their link with the Mysteronised Captain Scarlet as he fell from the London Car Vu – according to TV21 he passed through a random beam of light refracted ultra cosmic kantons (L.U.C.K. for short) which neutralised their control over him. This allowed his original personality to become dominant again and his amazing powers to remain active. Thus, with the help of Doctor Fawn, Captain Scarlet was able to return to Spectrum and become their leading agent in the fight against the Mysterons. Will power or L.U.C.K. ... What do you think?

Can Mysteronisation only take place at the point of death/destruction, or any time thereafter? I believe it can be effected at any time, although decomposition would be a limiting factor – i.e. if a corpse that had died months earlier was reconstructed it would produce a pretty unpleasant looking agent! The best example of delayed

Mysteronisation is a story illustrated by Jim Watson entitled 'Sunburst' from the Captain Scarlet and Thunderbirds annual published in 1969. The Mysterons reconstruct a herd of prehistoric mammoths that had been frozen and perfectly preserved in the arctic circle thousands of years ago.

They achieve this by melting the icefloes in which the mammoth remains are imprisoned with solar power from an orbiting satellite. This brings another fact to light. The dead/destroyed have to be visible for the Mysterons to focus their retrometabolic energies on them i.e. not buried under tons of ice, etc. When an inanimate object is reconstructed by the Mysterons it comes under their direct control i.e. they can fly an aircraft without the need of a pilot. They will continue to reconstruct it if it is attacked (by anything other than an electron cannon) until the Mysteron purpose has been achieved. This leads me to make a very pertinent statement. The Mysterons allow themselves to be defeated too easily in my opinion!!

Why do they make only one or two attempts to carry out each threat when they have the power (barring high-voltage electricity and L.U.C.K.) to maintain control over indestructible agents and inanimate objects until their objectives are achieved? This indicates to me that the Mysterons are not completely serious in their stated aim of destroying humanity.

I believe it is all a 'game' being played out by our Martian foes to test Mankind's strengths and weaknesses – to see how we respond to death and destruction. Let us hope Spectrum can eventually win in the 'End Game' ... What do you think?

(I think that could just be a plug for 21st. Century Fiction Vol. 4 featuring my epic conclusion to the Mysteron War of Nerves – hope you enjoy it! Keith).

CENTURY 21

Wanted! XL5 sweet cigarette cards

by Como Confectionery circa 1963.

52 cards plus album in full colour.
Full set preferred. Will purchase (or exchange for full set Civil war cards by ABC circa 1963, also in album), but if anyone out there has the cards and does not wish to sell/exchange, please still contact me as I would love to have details of this elusive piece of merchandise. Write to me, Keith Ansell, at: 173, Brackenfield Road, Great Barr, Birmingham B44 9BB.

It was almost inevitable that with the continuing success of Thunderbirds and now Stingray on TV, plus the re-release on video of old favourites like Fireball XL5 and Supercar, that sooner or later one or more of these shows would be included in the hugely popular Thunderbirds comic.

For some time now I have been creating scenes from Thunderbirds and Stingray for the two comics currently available. The need for photos of these craft in action was necessitated by the fact that ITC have very few photos now available from the original shows. What they did have had been widely used and in any case comic editor Alan Fennell expressed an interest to me in putting together fresh shots of the Thunderbird and Stingray crafts in action. This has meant, in many cases, rebuilding the models completely as close to the originals as possible, and then building landscapes and background buildings as well, in order to provide interesting scenes for the craft to appear in.

With Fireball XL5 however, the need for photos of the spaceship in colour was even more urgent, since the show was of course, made in black and white and very few colour photographs are, or indeed were, ever available. So I set about building a new model of Fireball as accurate as possible to the original. Now those of us who know our stuff, know that this in itself is a problem; in all the shows from Supercar onwards, several models of each craft were built and each one was

Recreating Fireball XL5

By Martin Bower.

of Junior on the larger models, for obvious reasons, (it was too small to show up on the smaller models) Otherwise, apart from very slight details, the models appeared much the same. I decided to put black letters on my Fireball Junior as I intended to use it for close-ups as the larger original models were used, even though my complete Fireball was only just over 2 feet in length.

fin's/jet housings were a little more tricky. I made a wooden former for these and then press moulded them in plastic sheet after heating it. Fireball Junior was also first turned on a lathe in wood and then press moulded in 3mm perspex (plexiglass) as was the top cabin blister on the main body and the small jets around the tail. Fireball Junior's fins I made from perspex with little steering jets in these fins made from thin aluminium tubing.

I sprayed the whole model with cellulose primer/filler, rubbed it down lightly, then used cellulose car colours for the final finish. I used Letraset for the numbers and Christmas chrome decoration tape for the cockpit window spars. I have found this tape very useful for simulating a silver/chrome effect on many models. It's cheap, easy to apply and certainly better than what is dubiously called "chrome" paint.

Well of course once I'd built Fireball, naturally I realised how nice it would be to have the launching trolley. Then I thought how nice it would be to do the launch rail and then I thought, "What about Space City?" As far as I'm aware there have never been any photos of the launch area or the Space City tower, available in colour. So in the end I built the whole lot. I even did a few gantries and other buildings to get it as close to the original as possible. Of course I have no idea what colour these were, so I used the proverbial artistic licence. Anyway I had good photographic reference and did all the background stuff using these old photos.

I built the Space City tower once again from EMA plastic sheet and perspex. The launch rail was also EMA, but I managed to get the usual kit-bits in for other gantries and the launch trolley. Where would we be without the Airfix Girder Bridge?

Seen here are some of the shots I took, both during the making of the models and later for use in the comic. In the original TV programme, chemical rockets were used for smoke effects. These were made by a fireworks company back in the 1960's and placed in tubes hidden in the models. I wanted to get a similar effect in my photos so I did the same thing. I am now quite convinced that they must have had almost a full-time job at the studios, repairing burnt and melted models, since it does not seem to matter how well you insulate the flame tubes, some part of the surrounding model either melts or catches fire.

© M.J. Bower 1993.



Above: Ready for takeoff! **Inset:** Fireball XL5 nears completion. Note Fireball Junior wood mould and perspex pressing prior to final assembly. © M. J. Bower 1993

slightly different. In Thunderbirds this is a real bind, as there are so many versions of each craft. Fireball however does not appear to differ quite so drastically from model to model. The main difference from the large model (varying in size from 6 feet - 8 feet, depending on which publicity blurb you read) to the smaller models, (from 1' - 2' was simply the colour of the lettering on Fireball Junior. On the larger models XL5 was in black whilst on the small models it was in white. The word "Fireball" also only appeared on the side

As with Thunderbirds I was fortunate in that I had profile shots of the ship from all sides. These have been re-printed recently in Century 21 magazine but I got mine years ago via a toy company. My copies are pretty well worn, but I was able to do a good accurate set of drawings from them.

I started off by building the main ship's hull out of EMA (Engineering Model Associates) plastic tubing. The triangular tail fin and wings were fabricated in sheet plastic but the side

See back cover for a look at Martin's Fireball models in glorious colour.

CENTURY 21



Martin Bower recreates

FIREBALL XL5

For full feature see inside

